



“Little Brother” 1025-172 Final Board

Date 00/00/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 00/00/13
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Elizabeth Ito

Storyboard by
Adam Muto &
Madeleine Flores

FEB 10 2014

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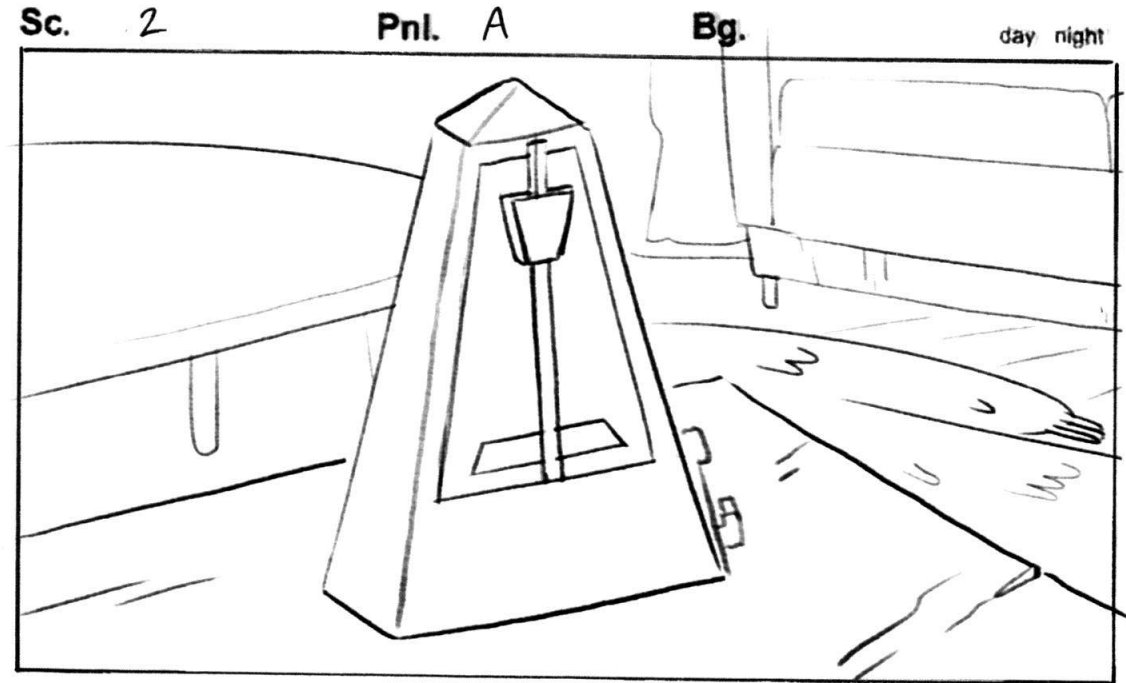
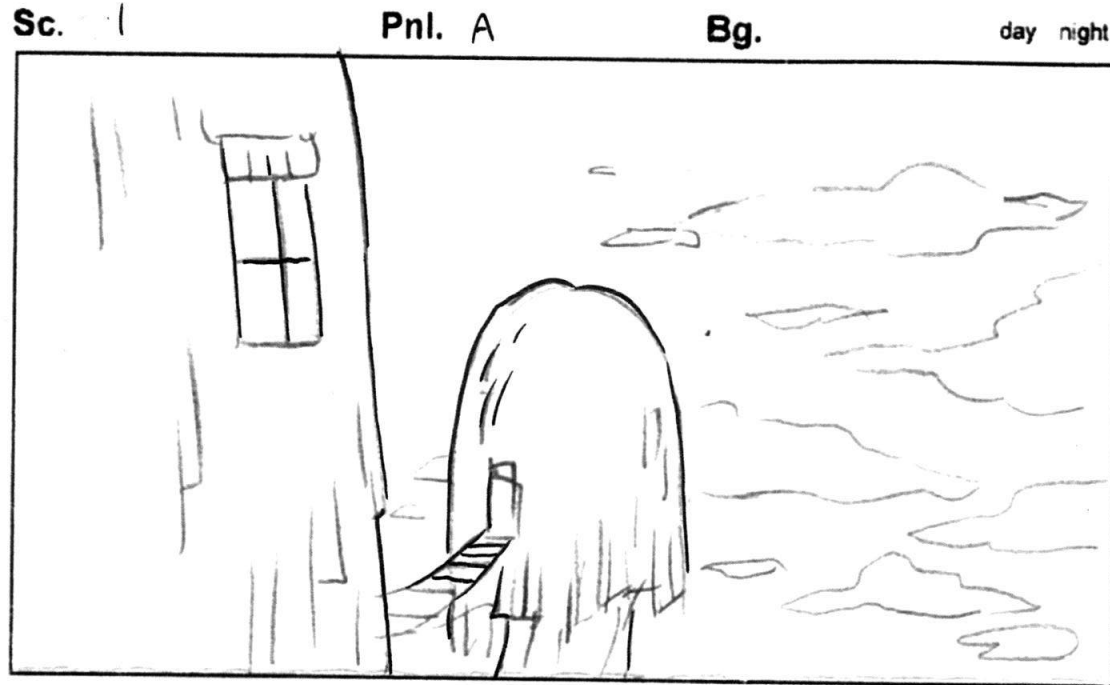
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START

ADVENTURE TIME



Dialog:

SFX * VIOLA TUNING UP *

Action:

- EXT. TREEHOUSE - EVENING

- METRONOME ON MILK CRATE

Timing:

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Production :

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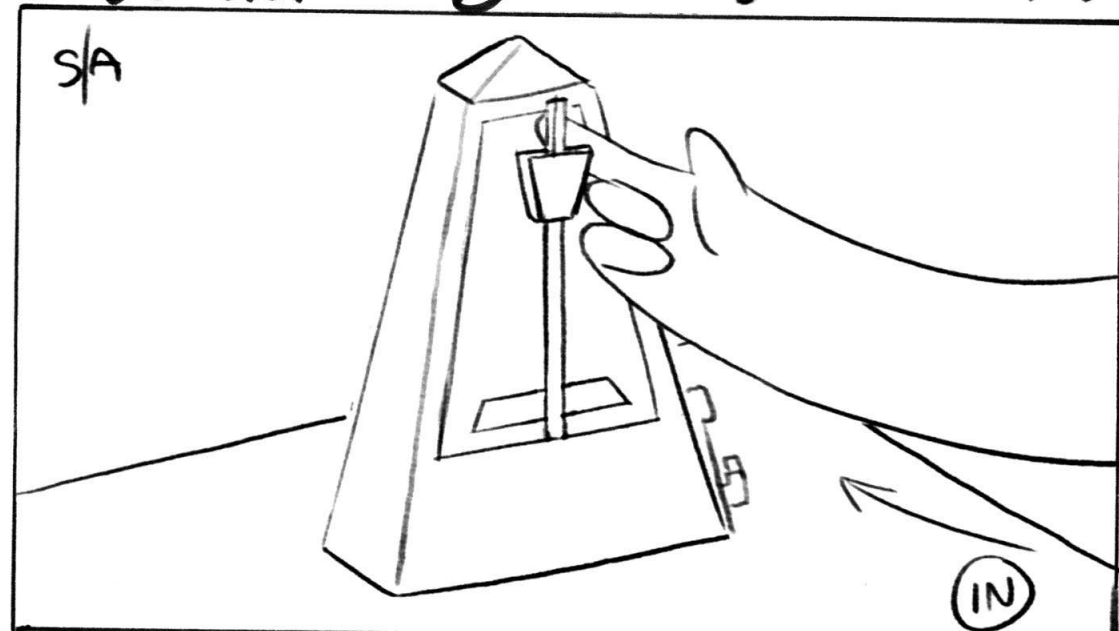
ADVENTURE TIME



Sc. *2 CONT* Pnl. *B*

Bg.

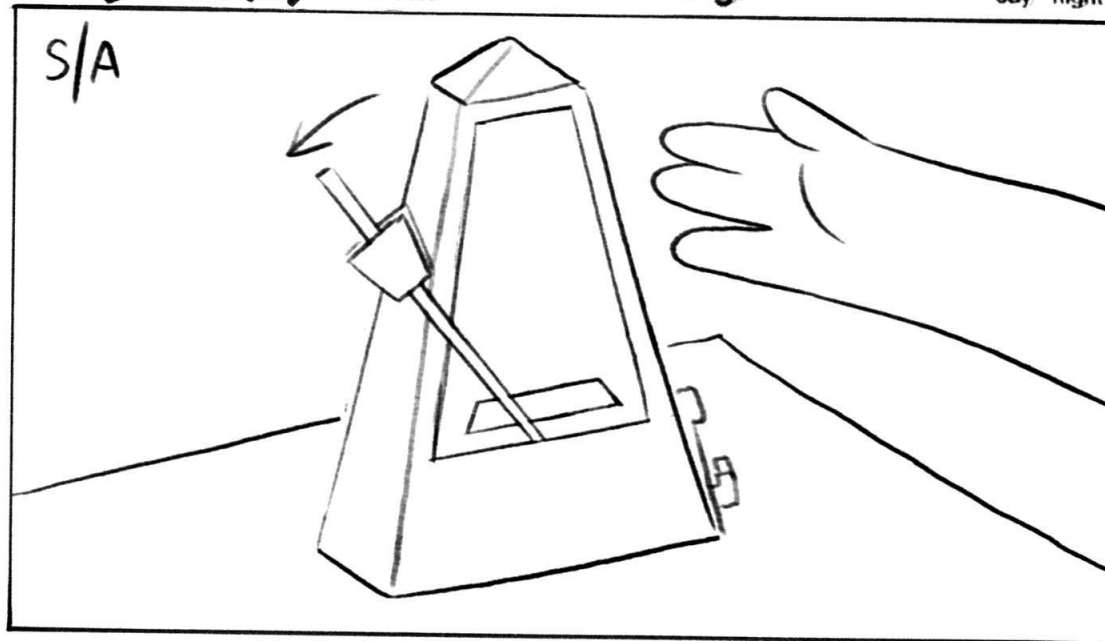
day night



Sc. *2 CONT* Pnl. *C*

Bg.

day night



Dialog:

-J. UNLATCHES
METRONOME

Action:

NEEDLE

SFX: TICK - TICK

Timing:

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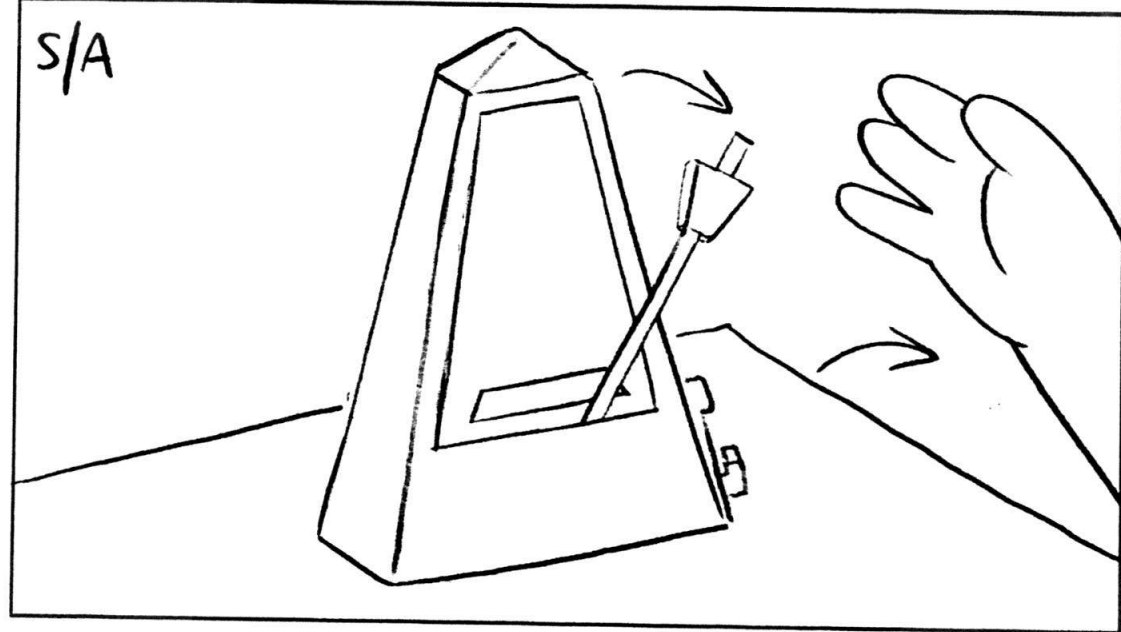
Production :

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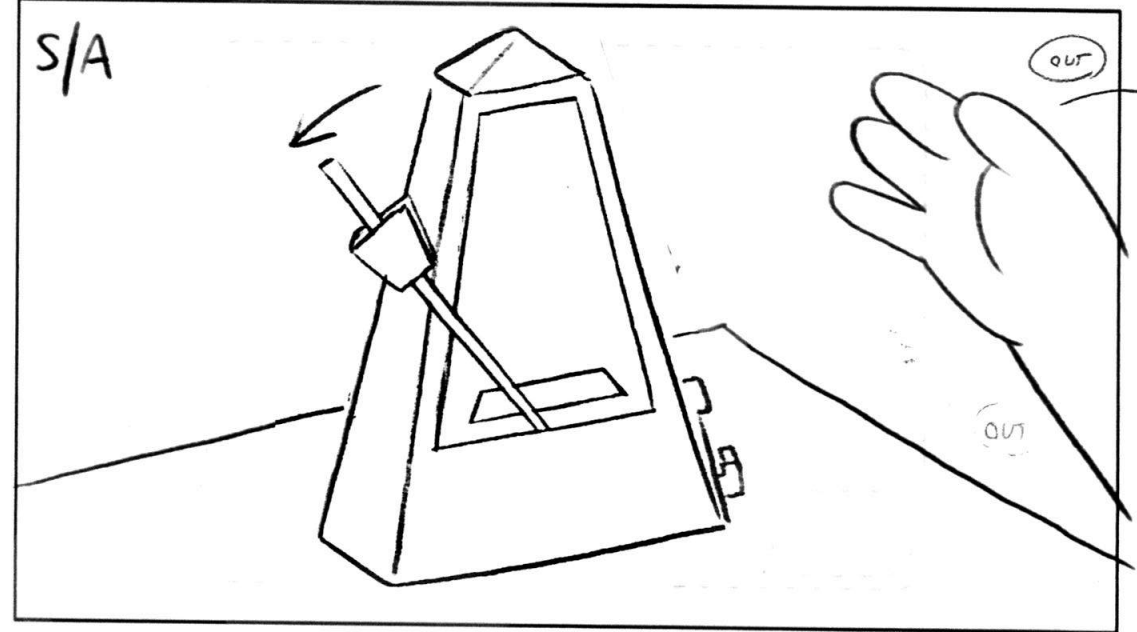
ADVENTURE TIME



Sc. *2 CONT* Pnl. *D* Bg. day night



Sc. *2 CONT* Pnl. *E* Bg. day night



Dialog:

SFX: TICK - TICK

Action:

-J PULLS HAND OFF/S
-METRONOME CONTINUES TICKING.

Timing:

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Page *3*

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Production :

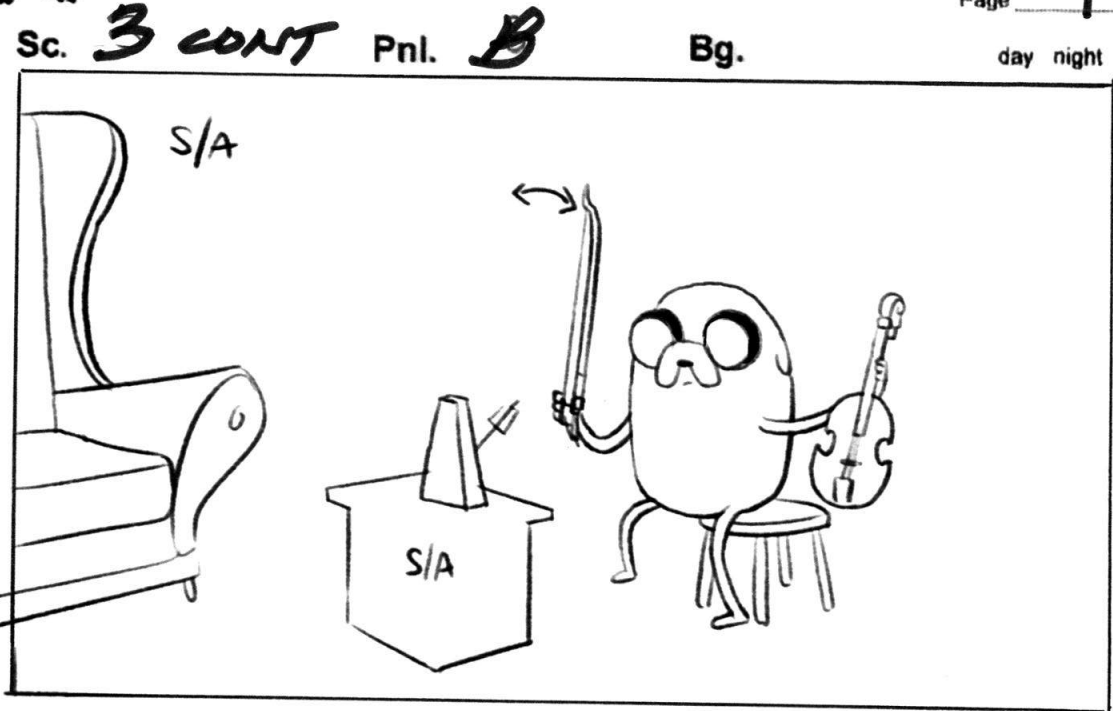
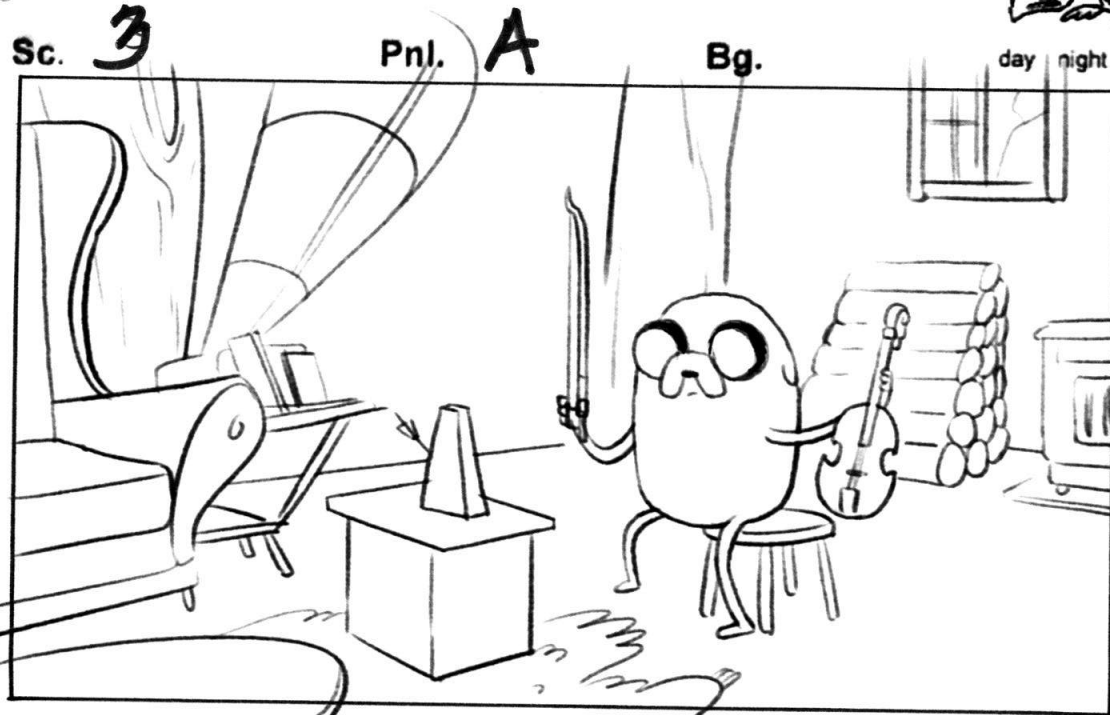
1025/172

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ADVENTURE TIME



Page **4**
day night



Dialog:

SFX: TICK TICK TICK TICK

TICK TICK TICK

Action:

- J. BOBS Bow
IN TIME TO METRONOME

Timing:

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Production :

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ADVENTURE TIME



Page 5
day night

Sc. Pnl. Bg. day night

Sc. 3 CONT Pnl. C Bg. day night

Handwritten: Hu Cut

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Dialog:

Action:

Timing:

SFX: TICK TICK

- J. LIFTS VIOLA TO CHIN.

- J. PUTS BOW TO STRING. AND CLOSES EYES

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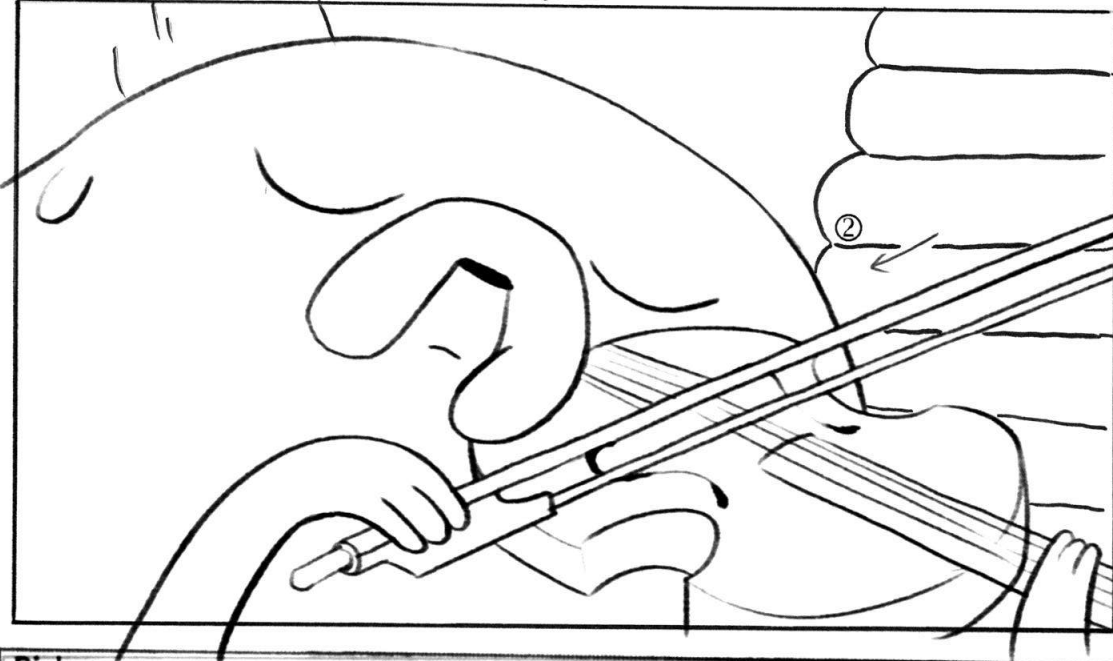
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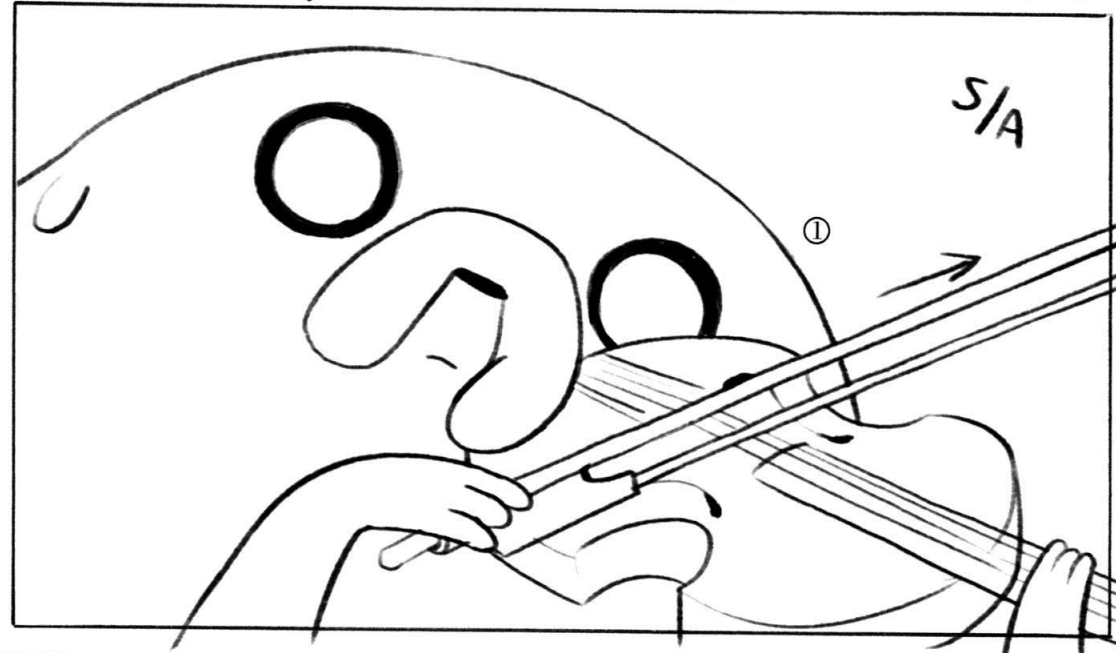


Page **6**
day night

Sc. **4** Pnl. **A** Bg.



Sc. **4 CONT** Pnl. **B** Bg.



Dialog:

SFX: ♪ —

SCORP: (o/s) WOO! SHOW ME THEM LEGS

Action:

- J. PULLS BOW ACROSS STRINGS

- J. STOPS SUDDENLY

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Timing:



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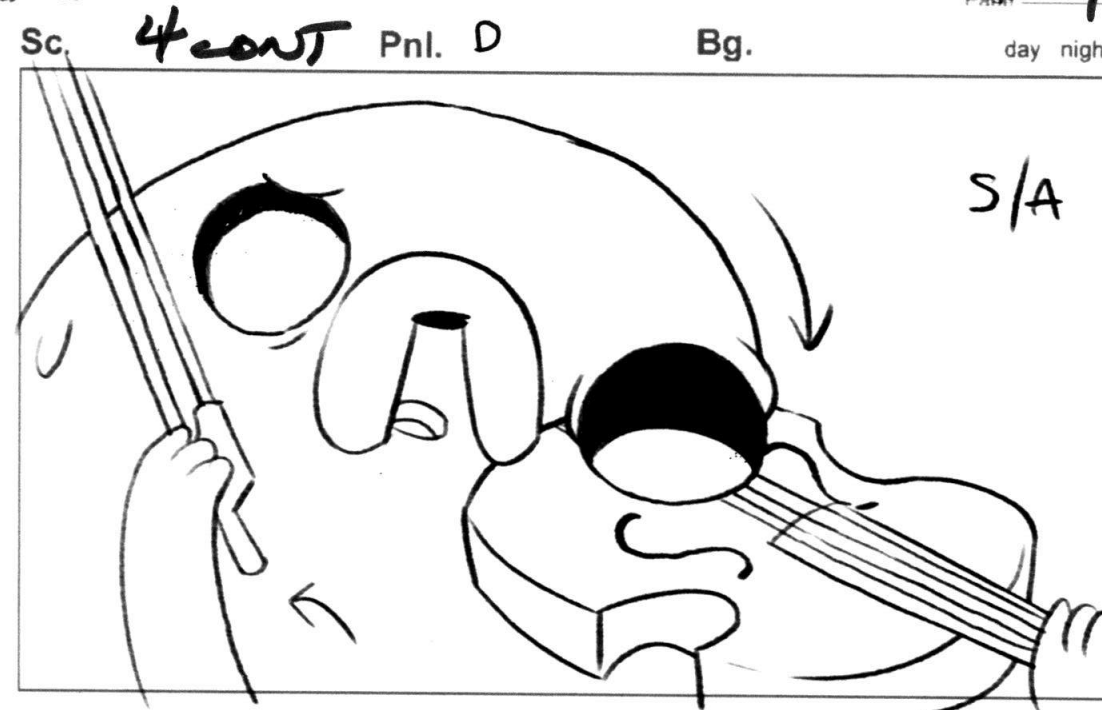
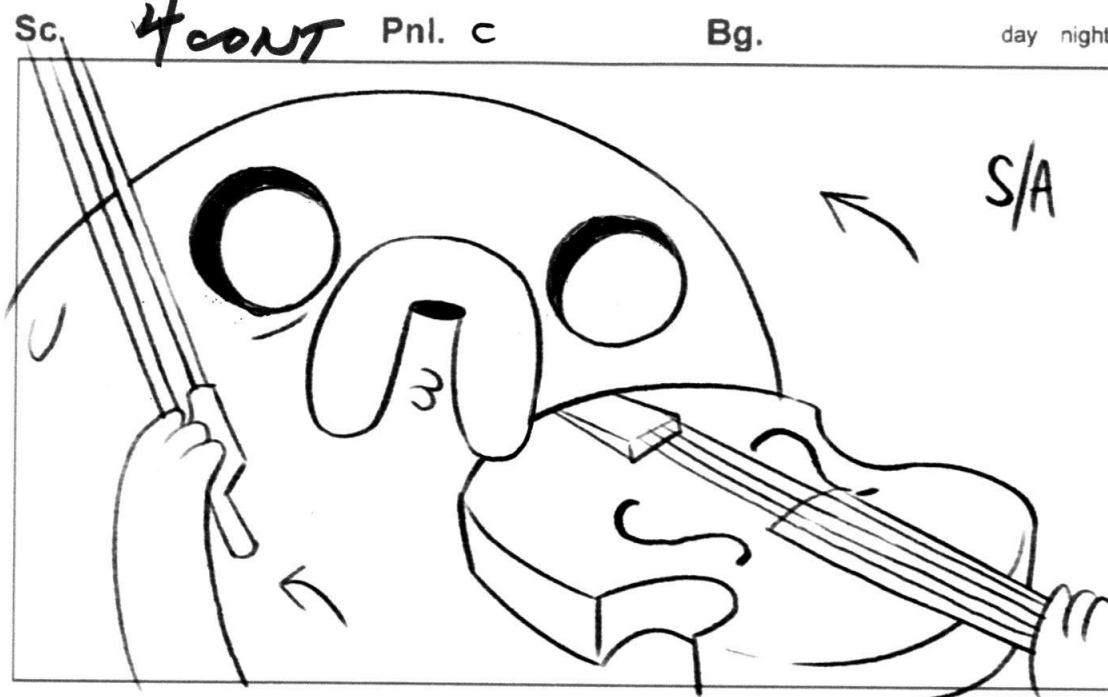
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ADVENTURE TIME



Page 7
day night

Handwritten initials: "HV" and "Cut"



Dialog:

J: SHELBY?

Action:

- J. LOOKS
AT VIOLA

- J. LOOKS INSIDE
F. HOLE of VIOLA

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Timing:

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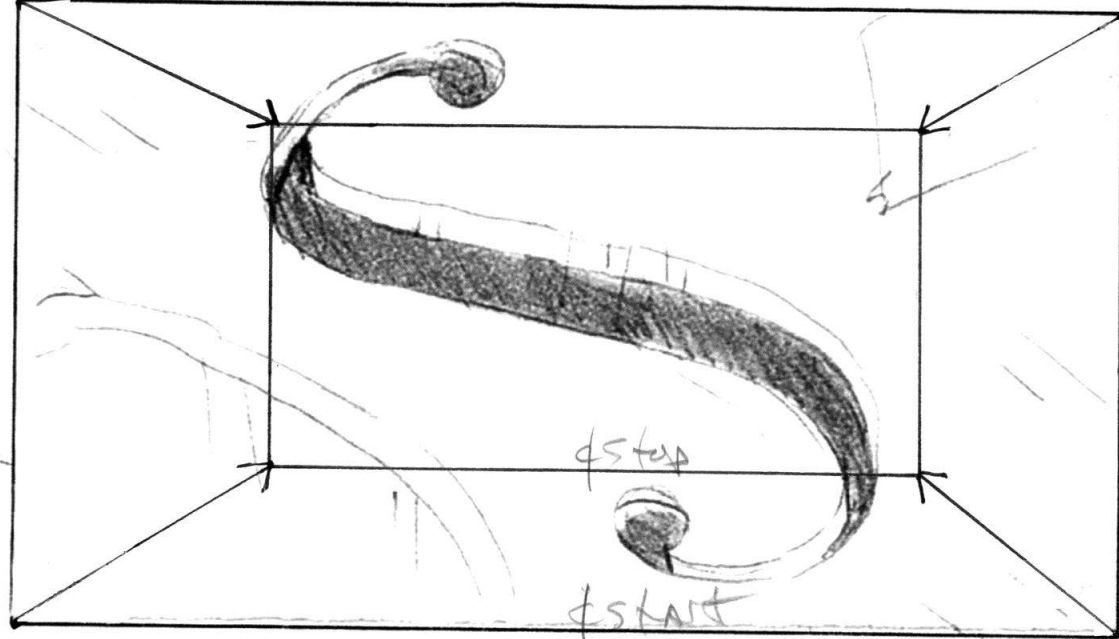
ADVENTURE TIME



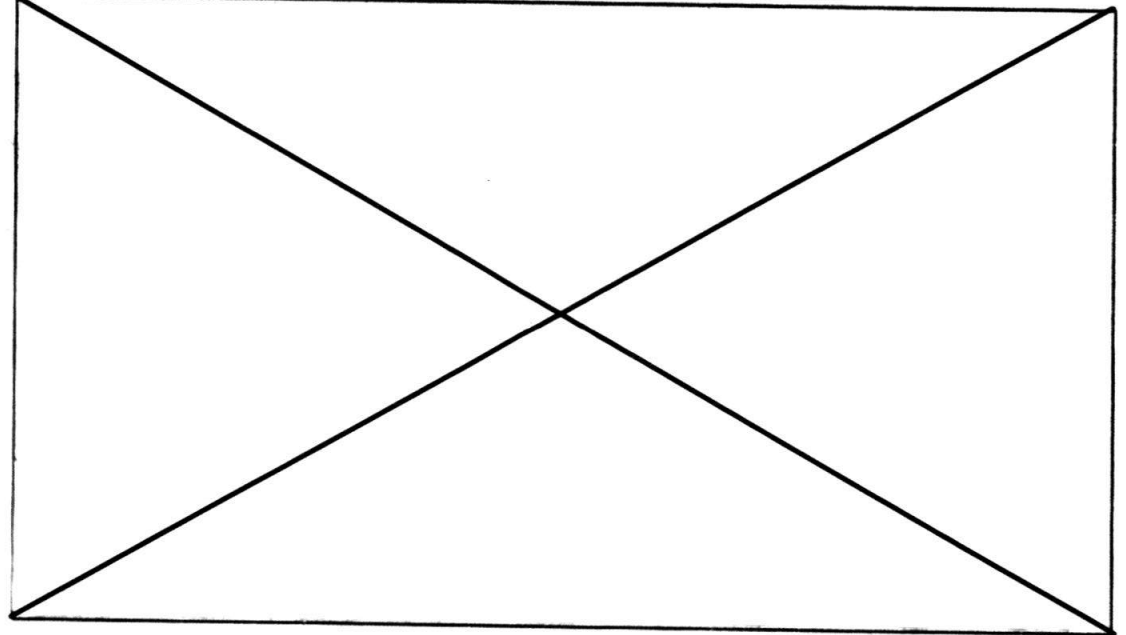
Cut w/ X-DISS
2 post

Page **8**

Sc. **5** Pnl. **A** Bg. day night



Sc. Pnl. Bg. day night



Dialog:

! PARTY WALLA !

trickle
IN

Action:

- PUSH IN ON
F - HOLE

XX X-DISS

Timing:

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Production :

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02/26/14

9

6

SOFT
FOCUS

A

centipede

scorpion

day night

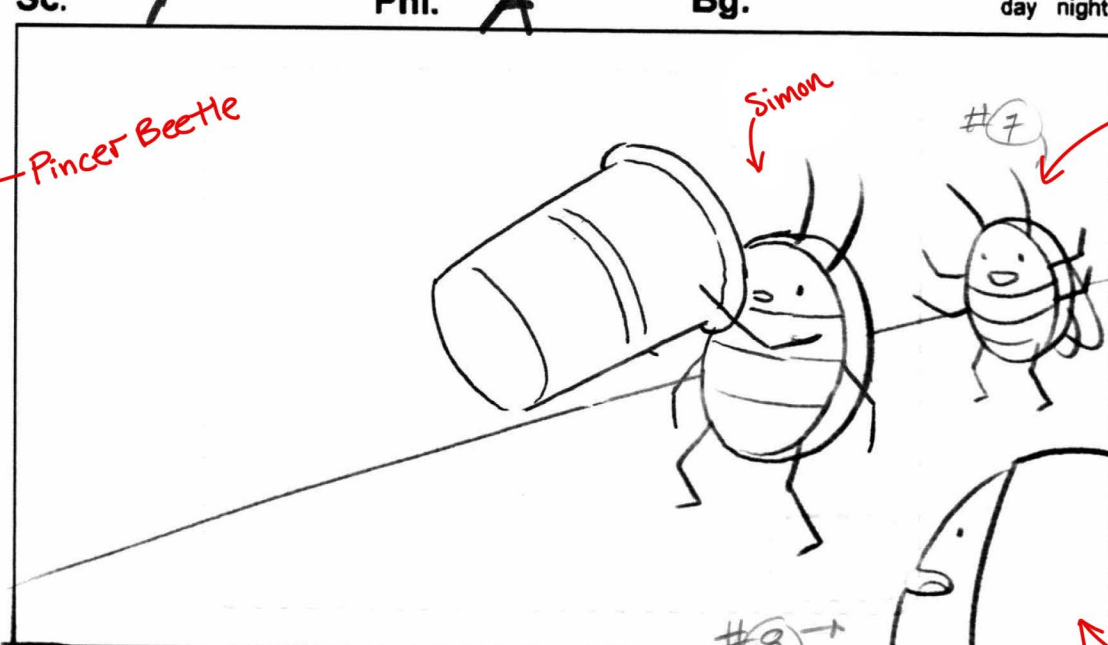
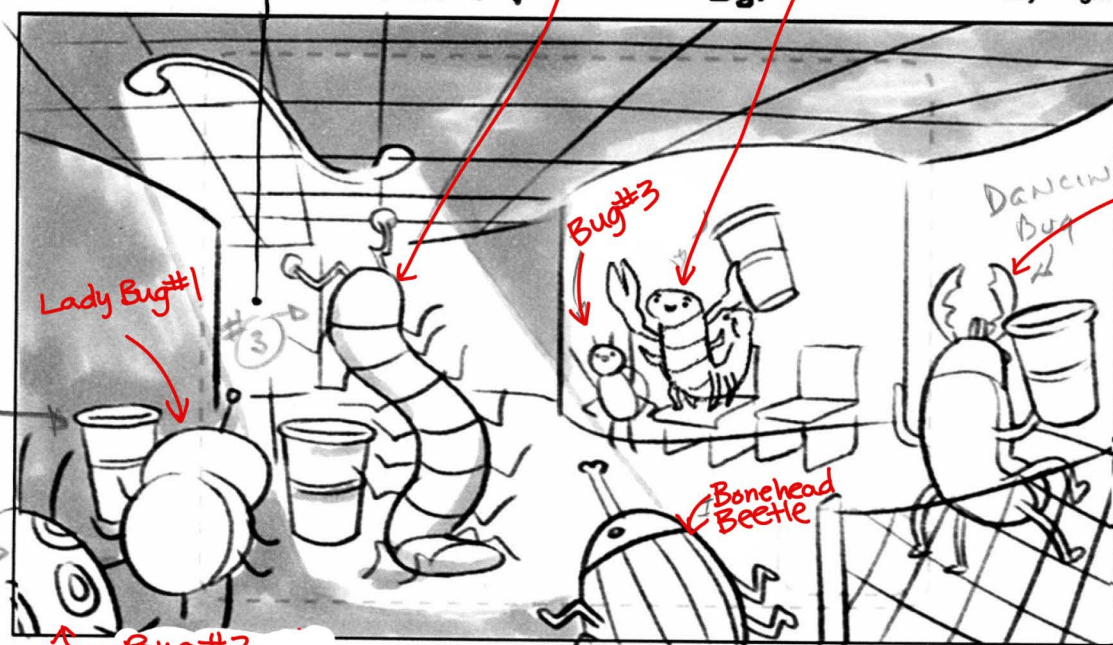
Sc

7

Pril

Ba

1. *Chlorophyll a* and *Chlorophyll b* contents were determined by spectrophotometry using the method of Lichtenthaler and Whistler (1973).

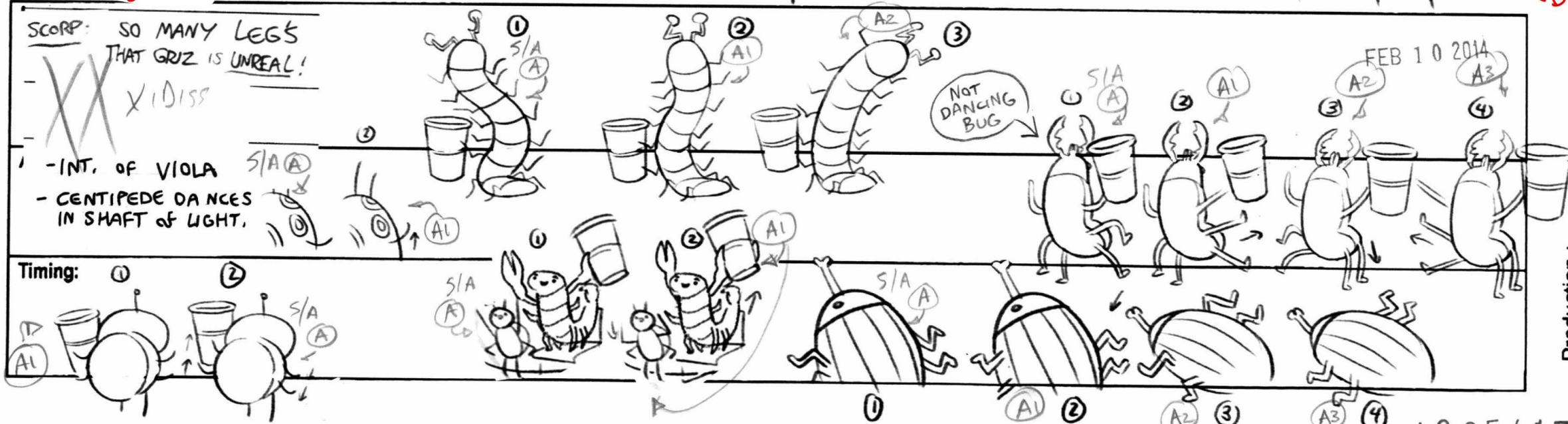


SCORP: SO MANY LEGS
THAT GRIZ IS UNREAL!

X10155

-INT. OF VIOLA

- CENTIPEDE DANCES
IN SHAFT OF LIGHT,

Timing:

Production :

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A 1025/172

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ADVENTURE TIME



Page 10

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
7 CONT	B			

Dialog:	SIMON: [GLUG-GLUG-GLUG]	
Action:	- SIMON CHUGS GRASS SHAKE.	
Timing:	FEB 10 2014	

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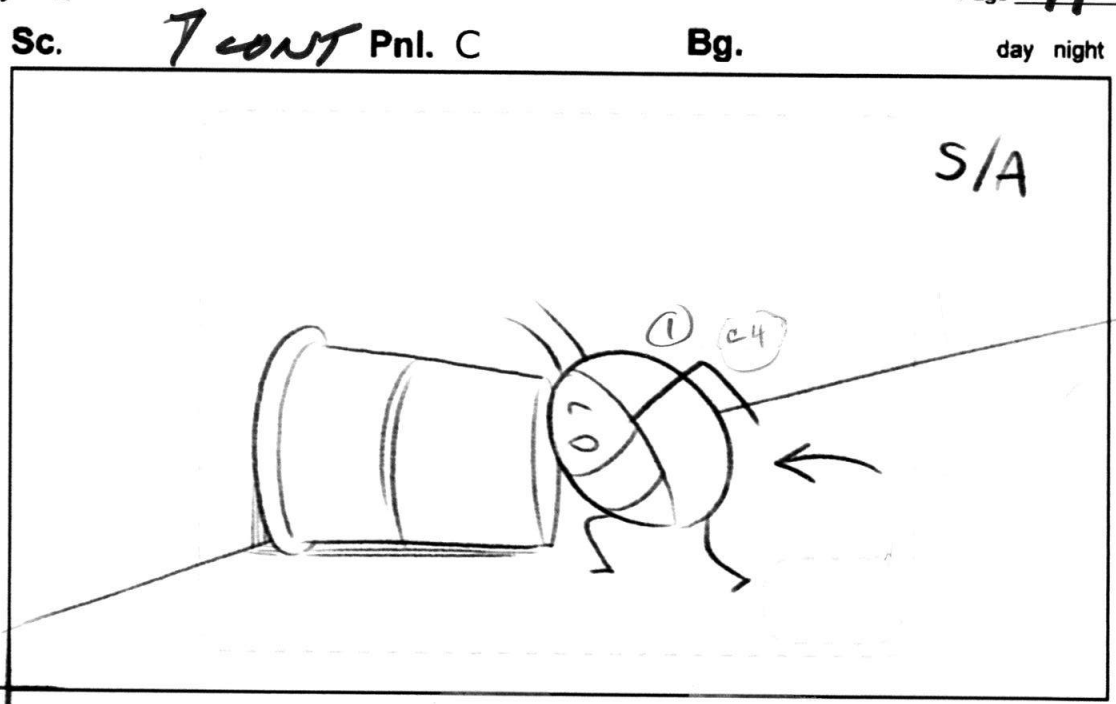
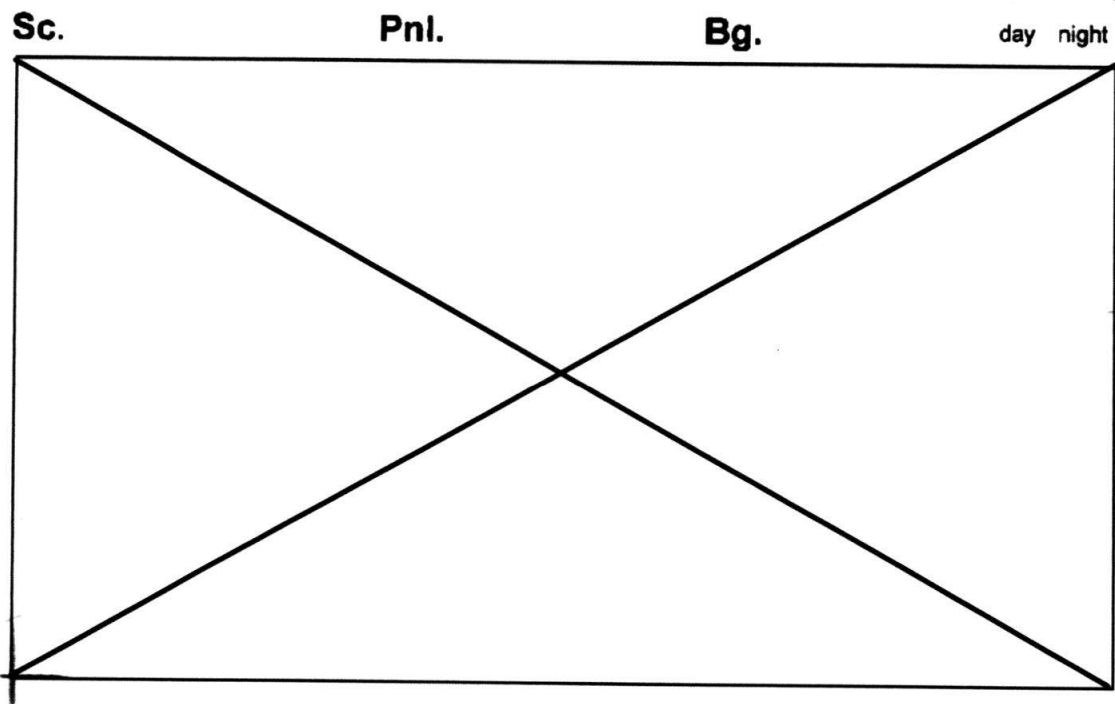
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ADVENTURE TIME



Dialog:	
Action:	
Timing:	

- S. THROWS DOWN CUP

- SIMON RUNS HEAD FIRST AT CUP.

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ADVENTURE TIME



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02/26/14

Page

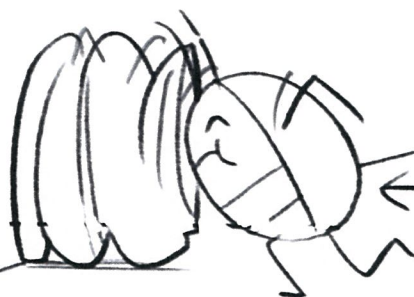
12

Sc. 7 CONT

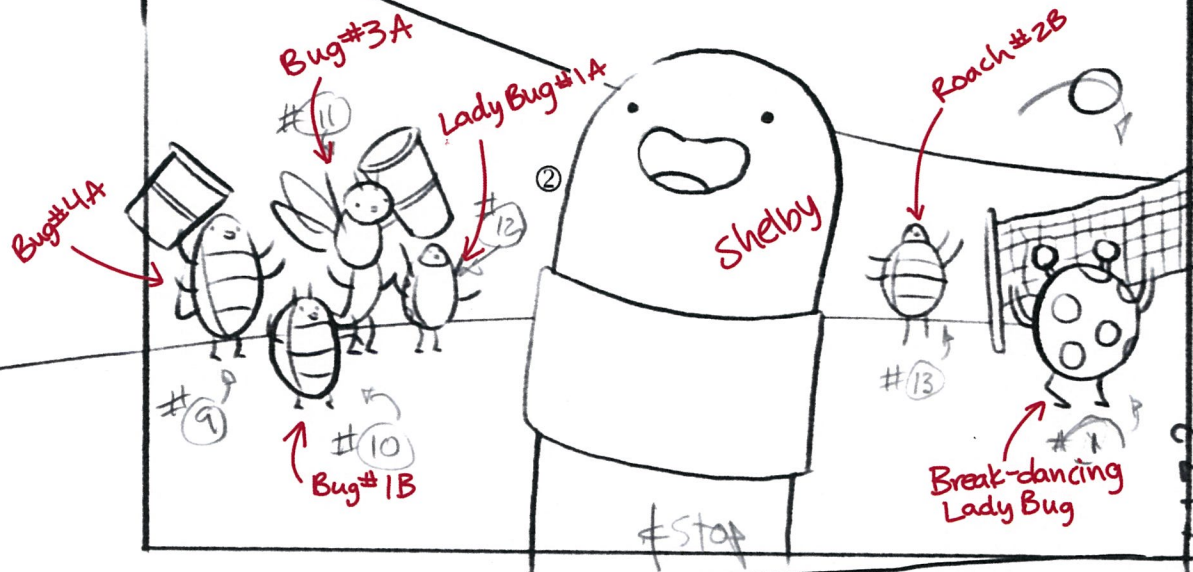
PAN

S/A

OUS



\$START

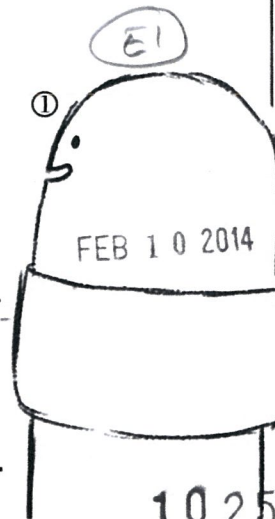


SHELBY: HA-H-HA-HA!!

- PAN RIGHT TO SHELBY
- BUGS PARTY IN BG.



E2



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ADVENTURE TIME



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02/26/14

Page

13

Sc. 7 **CONT** Pnl. **F** Bg.

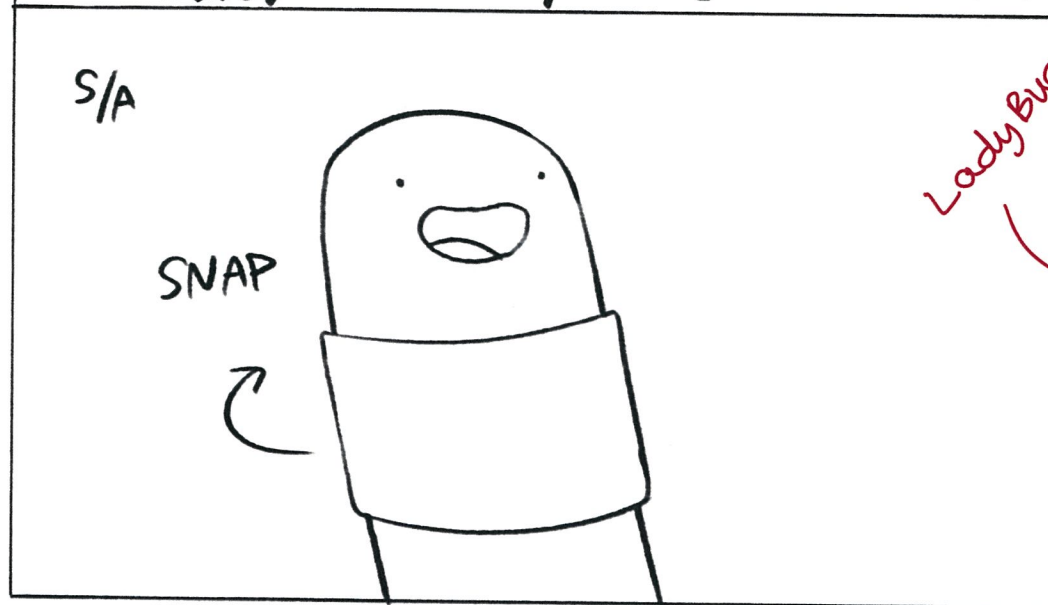
day night

Sc. 8

Pnl. **A**

Bg.

day night



Lady Bug #1B



Dialog:

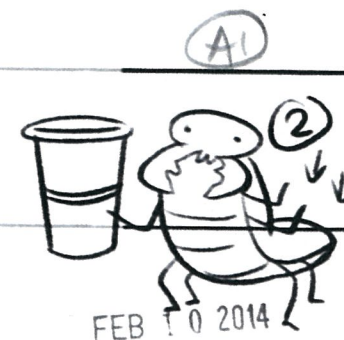
S: HEY DANCING
BUG -

S: C'MON MAN
SHAKE IT

Action:

- S TURNS QUICKLY.

Timing:



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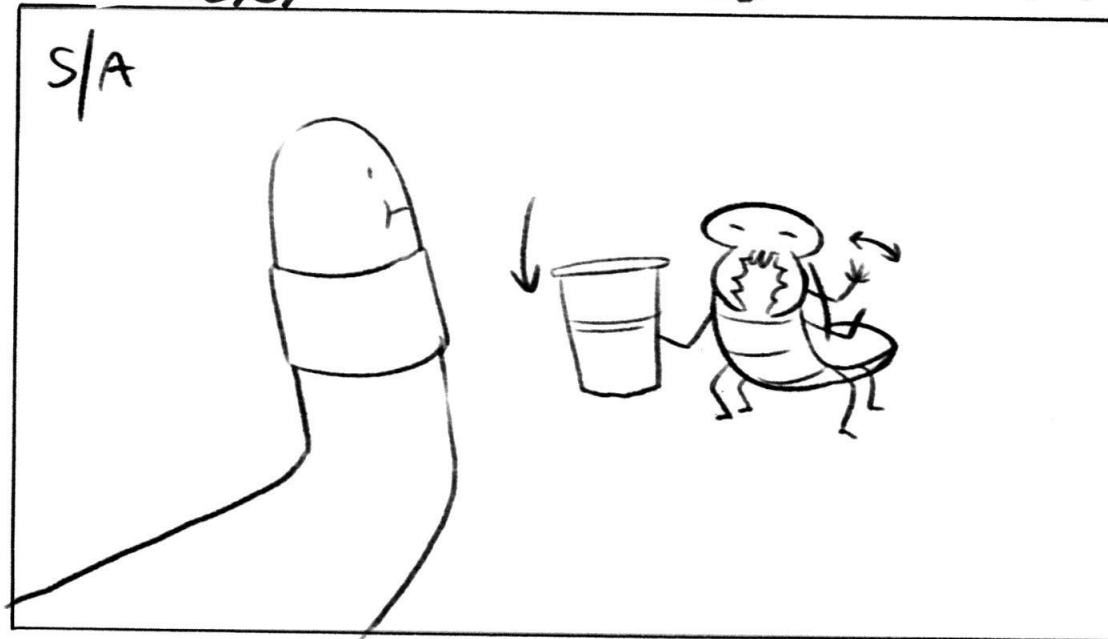
ADVENTURE TIME



Sc. 8 *CONT* Pnl. B

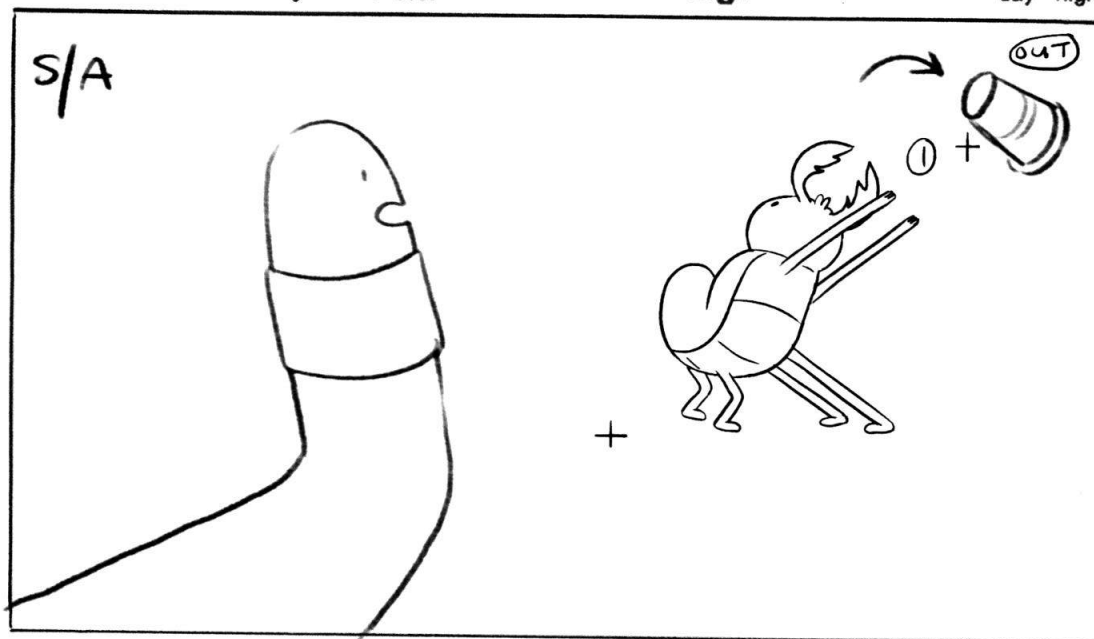
Bg.

day night



Sc. 8 *CONT* Pnl. C

Bg.



Dialog:

DANCING BUG

: HEH, NO NO

I REALLY COULDN'T

D.B.

(AS ONE WORD)

OKAY MAYBE I COULD!

Action:

- DANCING BUG WAVES
DISMISSIVELY.

- DANCING BUG SUDDENLY
STARTS DANCING & THROWS CUP.

Timing:

* SEE PG. 14A FOR DANCE POSES

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with
14
14A NEXT
Page
day night

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ADVENTURE TIME



Dancing bug Dance

Page: 14A
15 NEXT



CYCLE ①, ②, ③, ④, ⑤, ⑥, ⑦, ⑧, etc.

- SEE ATTACHED .MOV FOR TIMING

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Production

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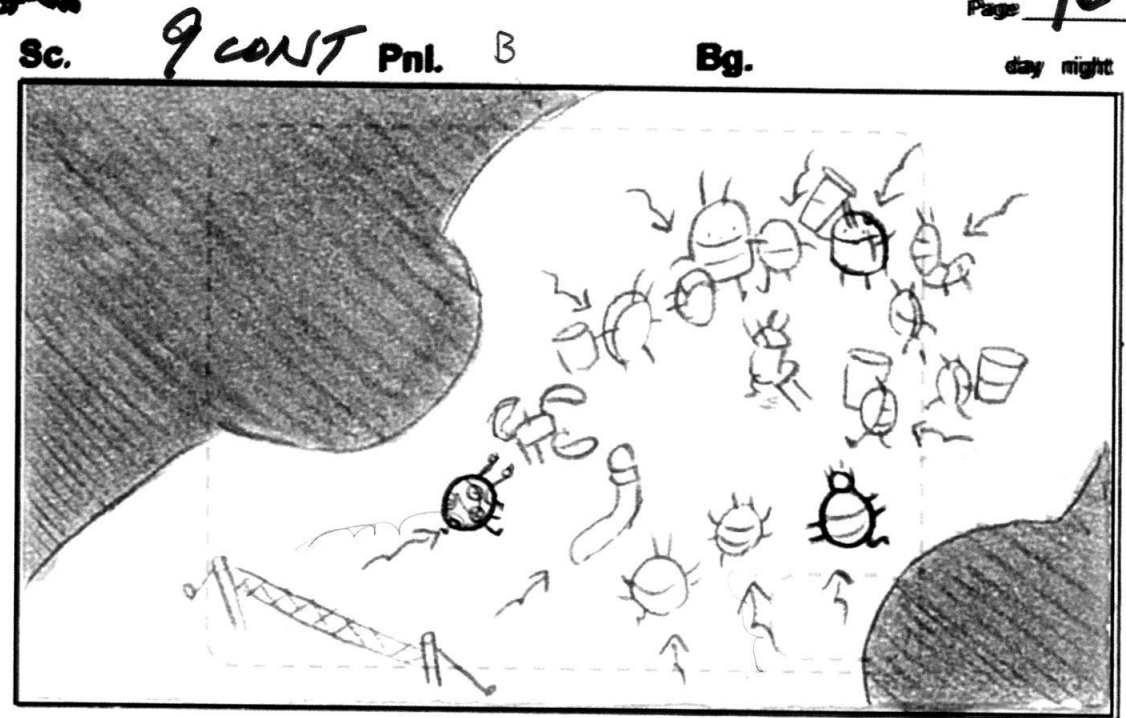
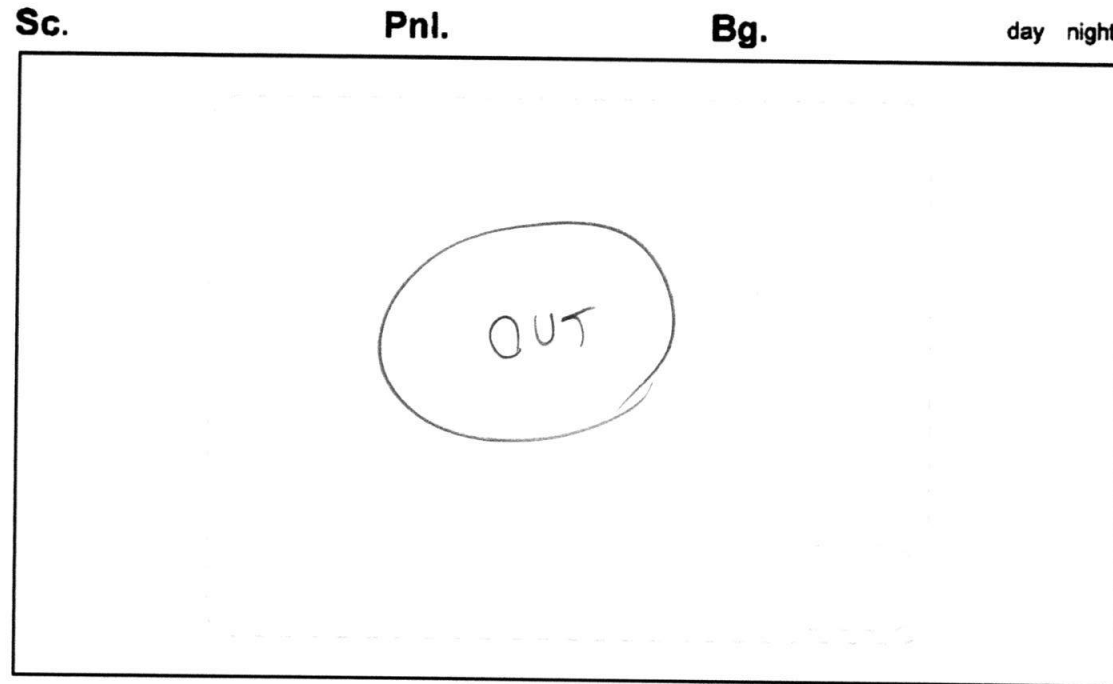
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ADVENTURE TIME



Page 16
day night

140
cut



Dialog:	
Action:	BUGS : <IMPRESSED WALLA > - CROWD GATHERS.
Timing:	FEB 10 2014

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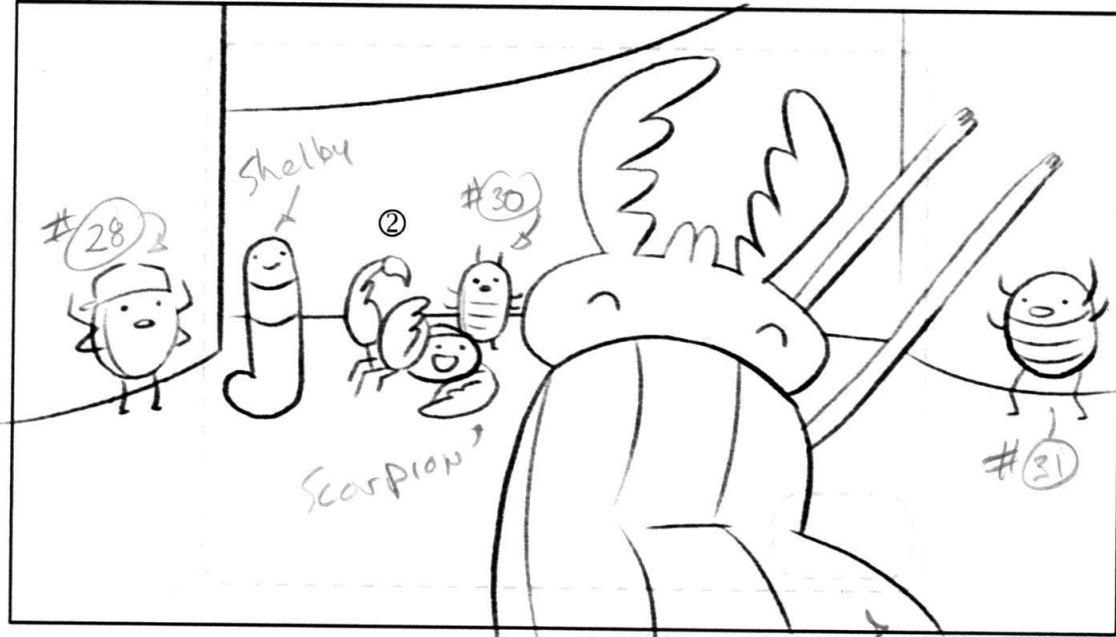
ADVENTURE TIME

Sc. 10

Pnl. A

Bg.

day night

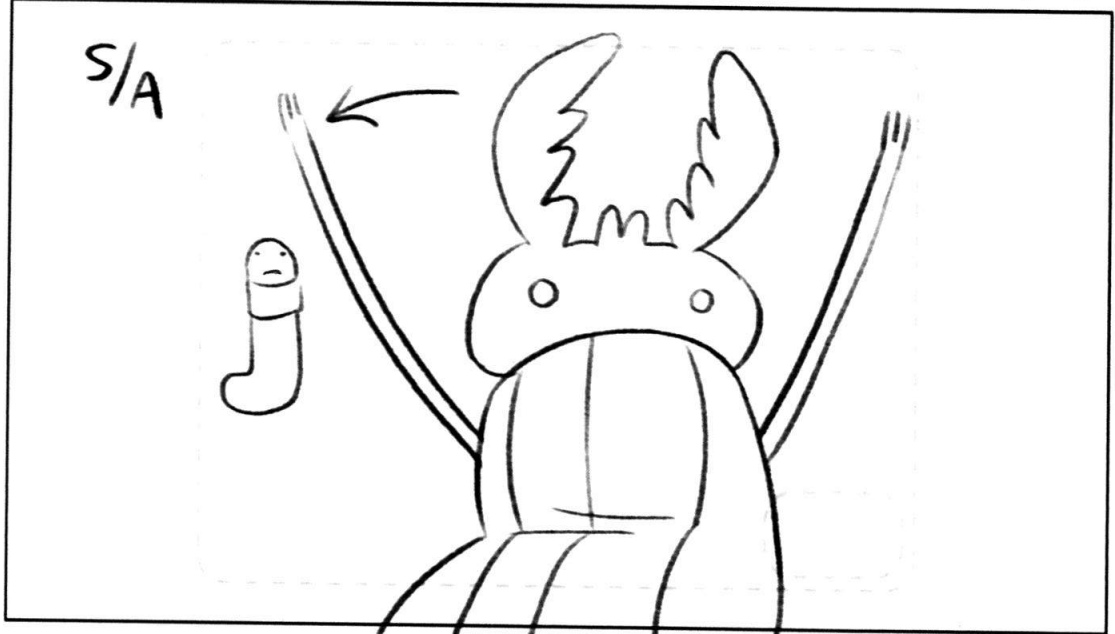


Sc. 10 CONT

Pnl. B

Bg.

Page 17
day night



Dialog:

Scorp/ Whoa dang DB.

Dancing bug

SCORP: YOU'RE THE BEST BUG
AT THIS PARTY!

Action:

-DANCING BUG DANCES IN FOREGROUND.

Timing:



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Production :

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ADVENTURE TIME



Page **18**
day night

Sc. Pnl. Bg. day night

Sc. **10 CONT** Pnl. **e** Bg. day night

S/A

Dialog:

S: WHA -

Action:

Timing:

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Production :

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ADVENTURE TIME



HW
CUT

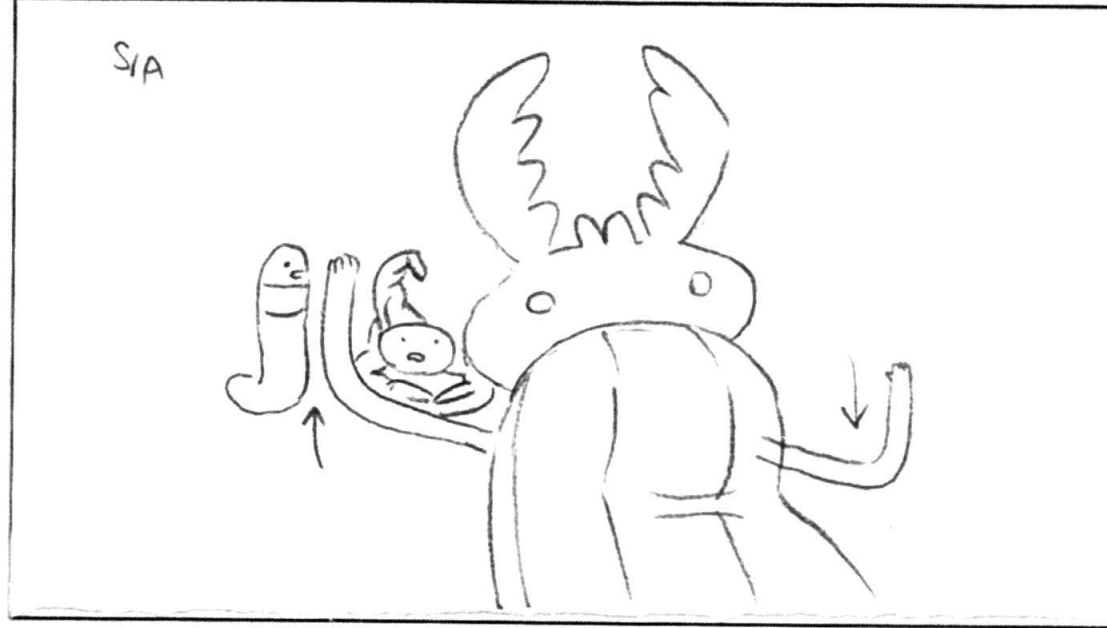
#28

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Sc. 10 CONT Pnl. D

Bg.

day night

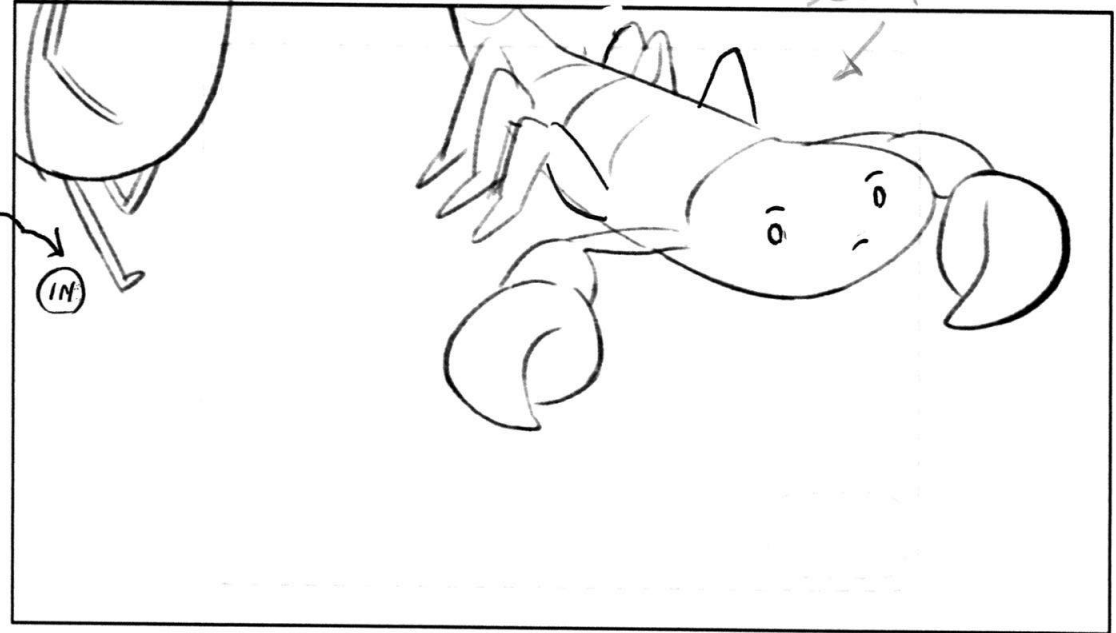


Sc. 11

Pnl. A

Bg.

Scorpion day night



Dialog:

S: (QUICK) HEY, I'VE
— GOT MOVES TOO GUYS.

Action:

-BUG WALKS ON/S.

Timing:

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Production :

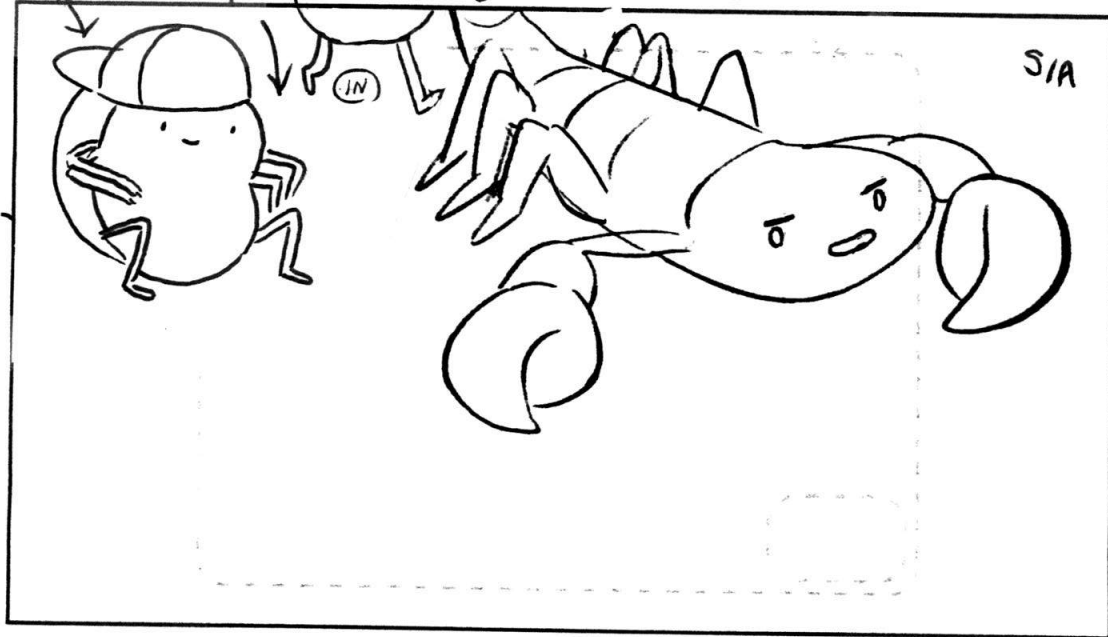
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1025/172

ADVENTURE TIME



Sc. 11 CONT Pnl. B Bg. day night



Sc. 11 CONT Pnl. C Bg. day night



Dialog:

SCORP: YEAH RIGHT, SHELBY

SCORP: WHAT ARE YOU GONNA DO -

"THE WORM"

Action:

- 2ND BUG WALKS ON/S.
- BUG SQUATS NEXT TO SCORP

- SCORP TURNS TOWARDS

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Timing:

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Production :

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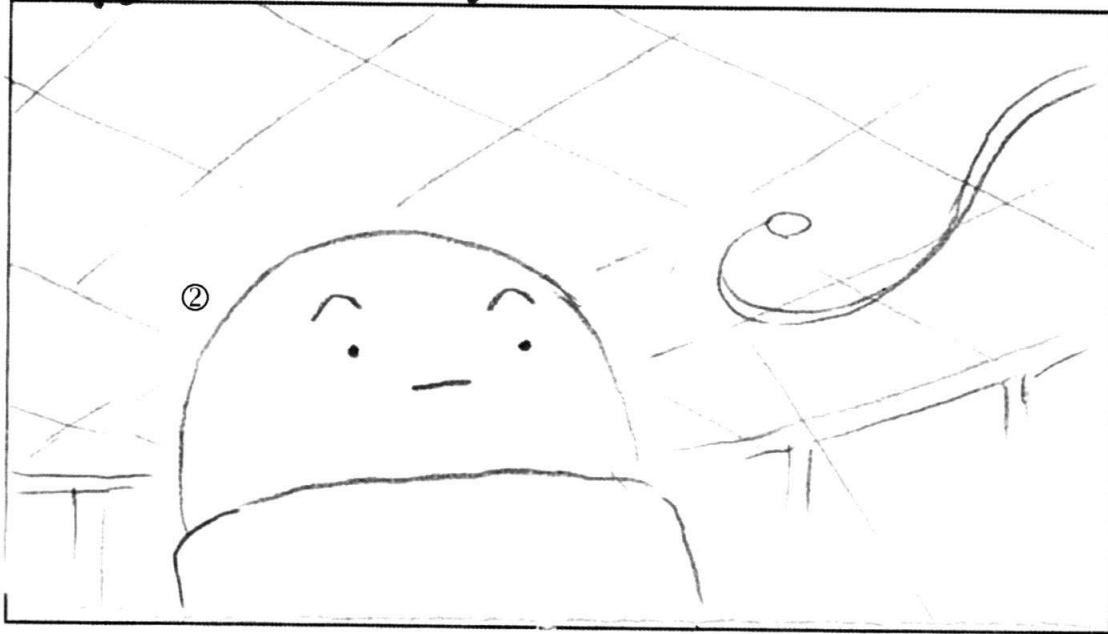
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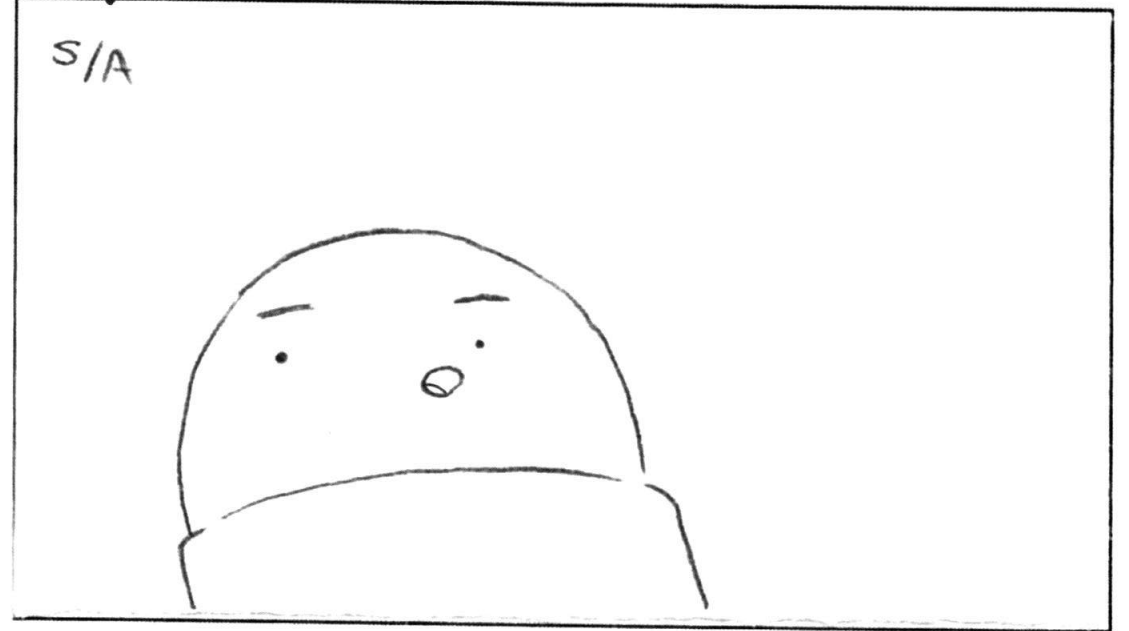


Page **21**

Sc. **12** Pnl. **A** Bg. day night



Sc. **12 CONT** Pnl. **B** Bg. day night



Dialog:	...	S: NOOO....
Action:	(AI) ①	- SHELBY LOOKS OFF TO THE SIDE
Timing:		FEB 10 2014



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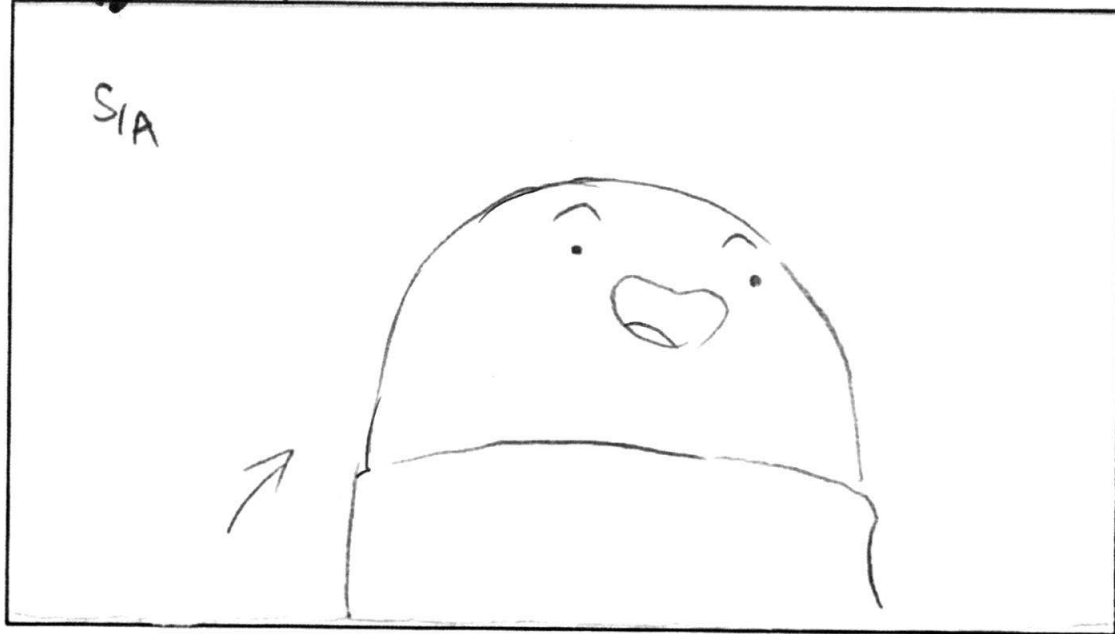
Production :

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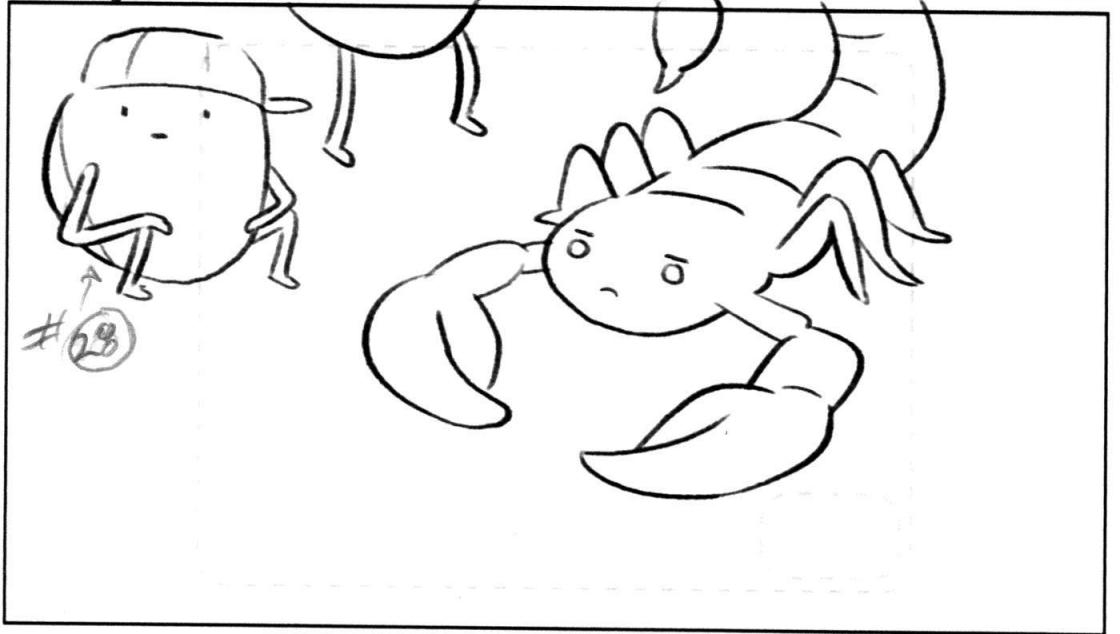
ADVENTURE TIME



Sc. **12 cont** Pnl. **C** Bg. day night



Sc. **13** Pnl. **A** Bg. day night



Dialog:

S : UHM - GONNA DO PARKOUR !

SCORP : MM.

Action:

Timing:

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ADVENTURE TIME

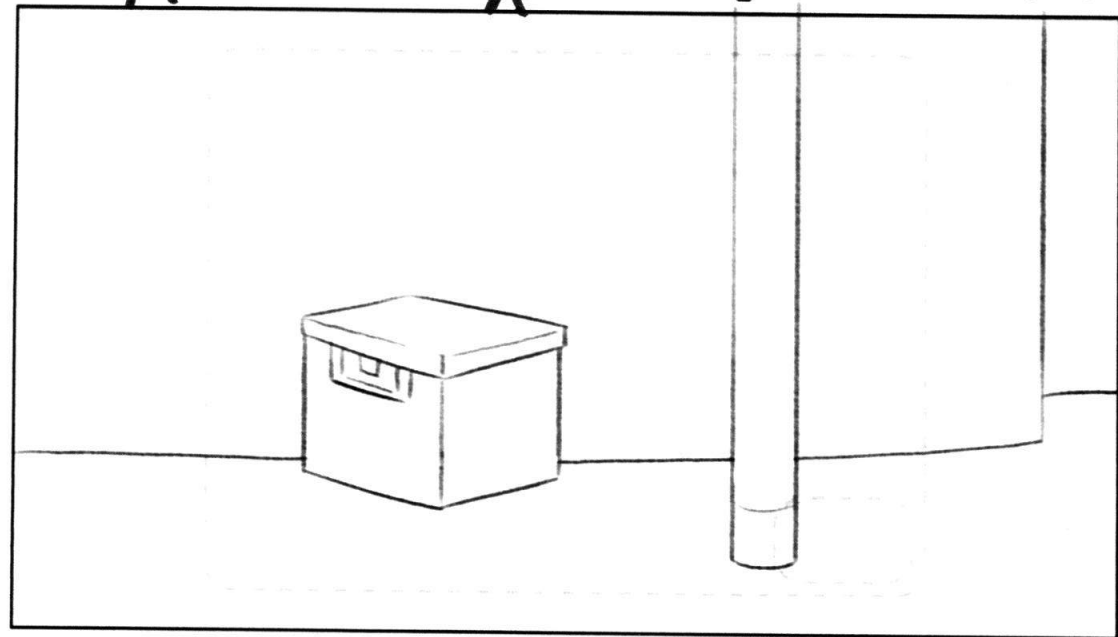
Page **23**

Sc. **14**

Pnl. **A**

Bg.

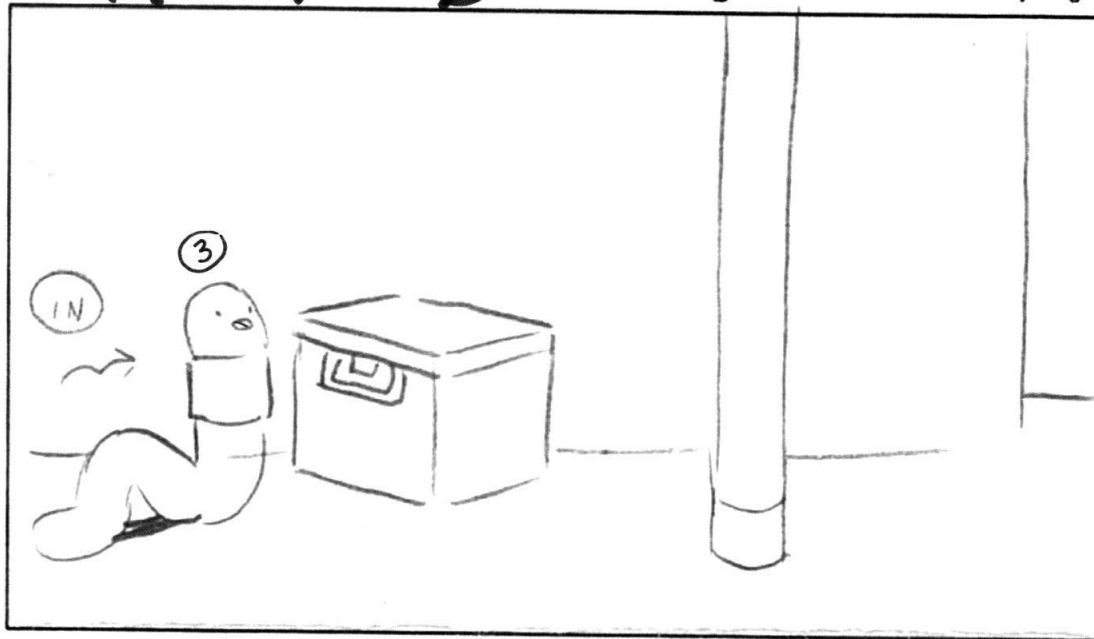
day night



Sc. **14 CONT** Pnl. **B**

Bg.

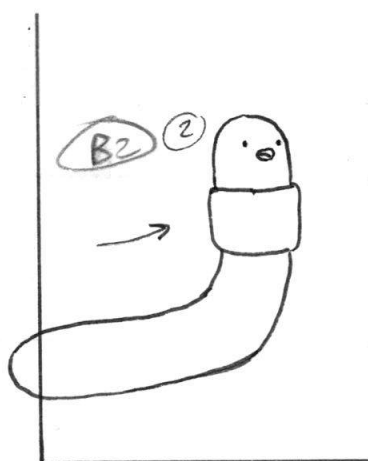
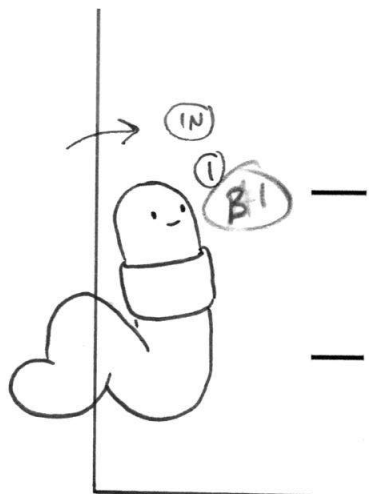
day night



Dialog:

Action:

Timing:



S: HEM HEM

- SHELBY WORMS
ON / S

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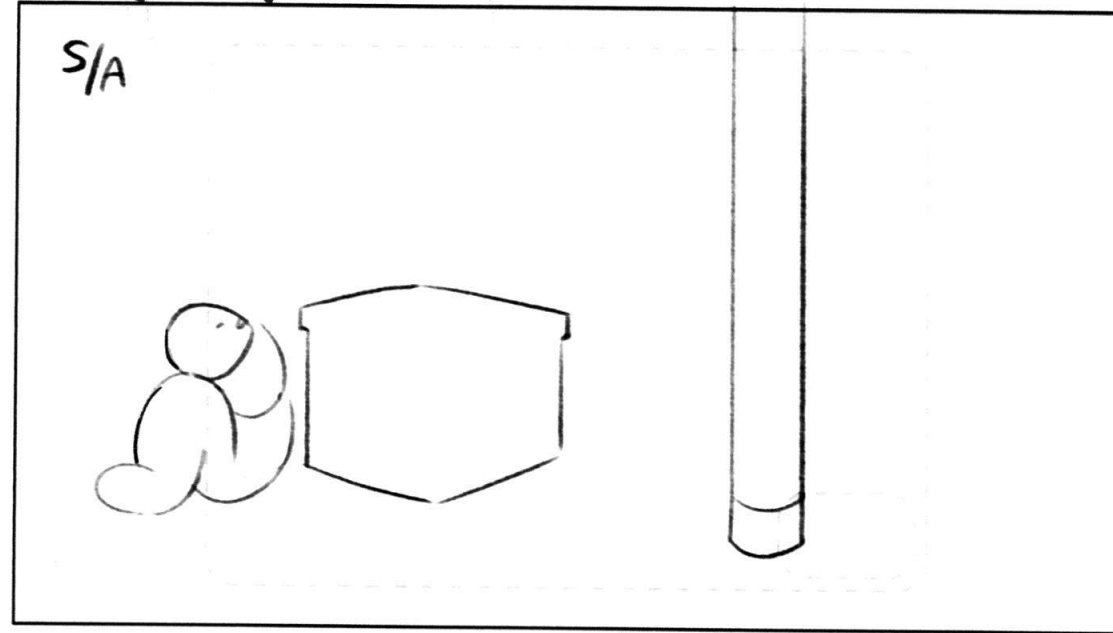


Sc. *14 CONT*

Pnl. *C*

Bg.

day night

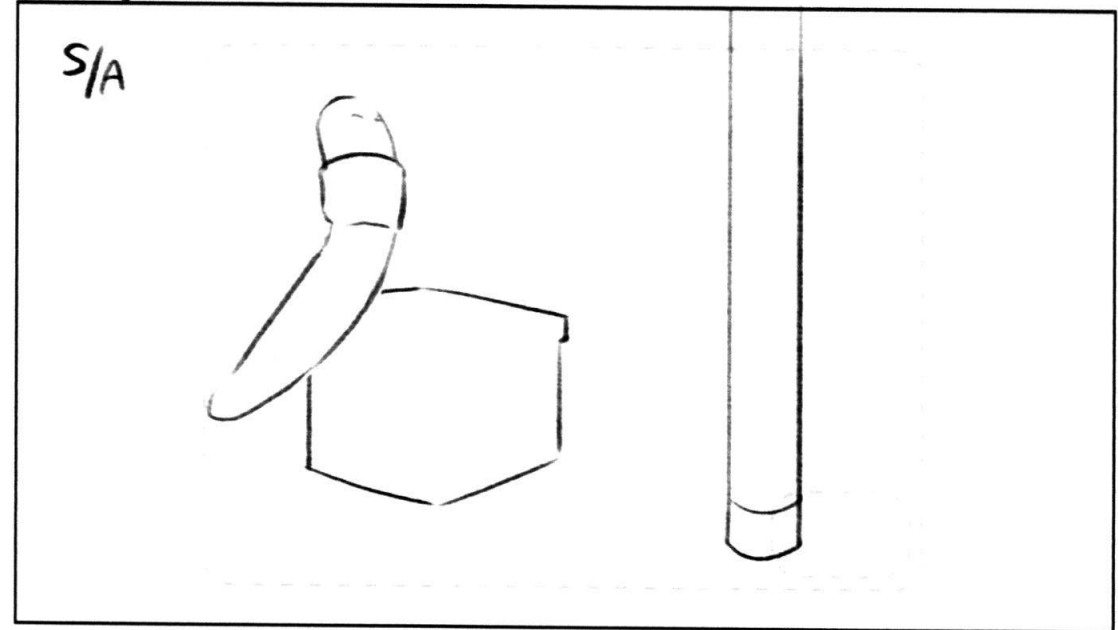


Sc. *14 CONT*

Pnl. *D*

Bg.

day night



Dialog:

S : [GRUNT]

Action:

Timing:

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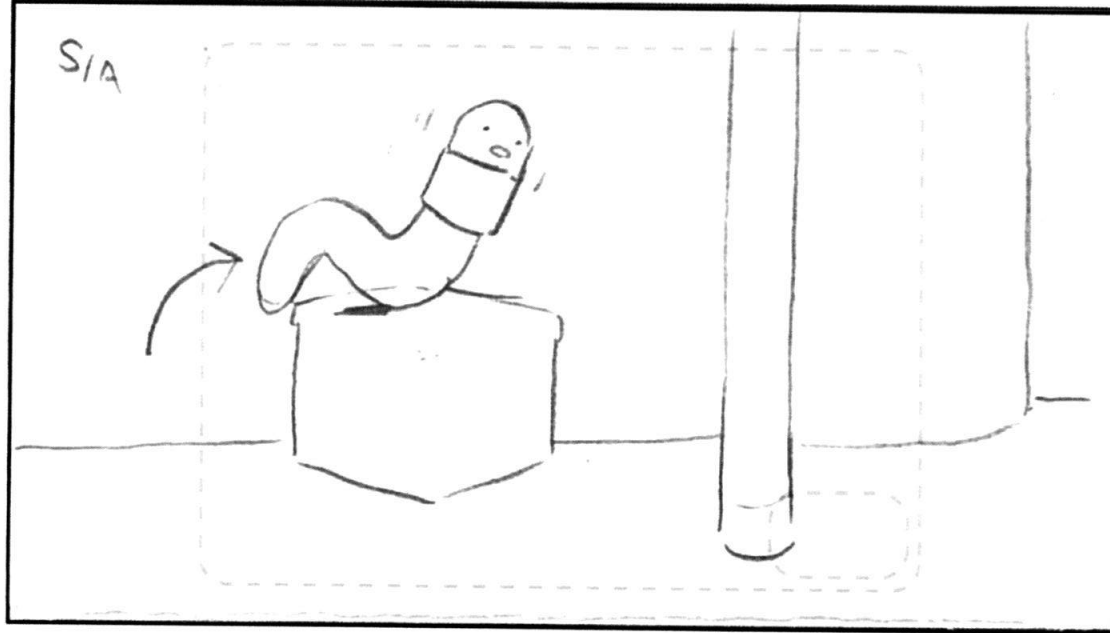


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Sc. 14 CONT Pnl. E

Bg.

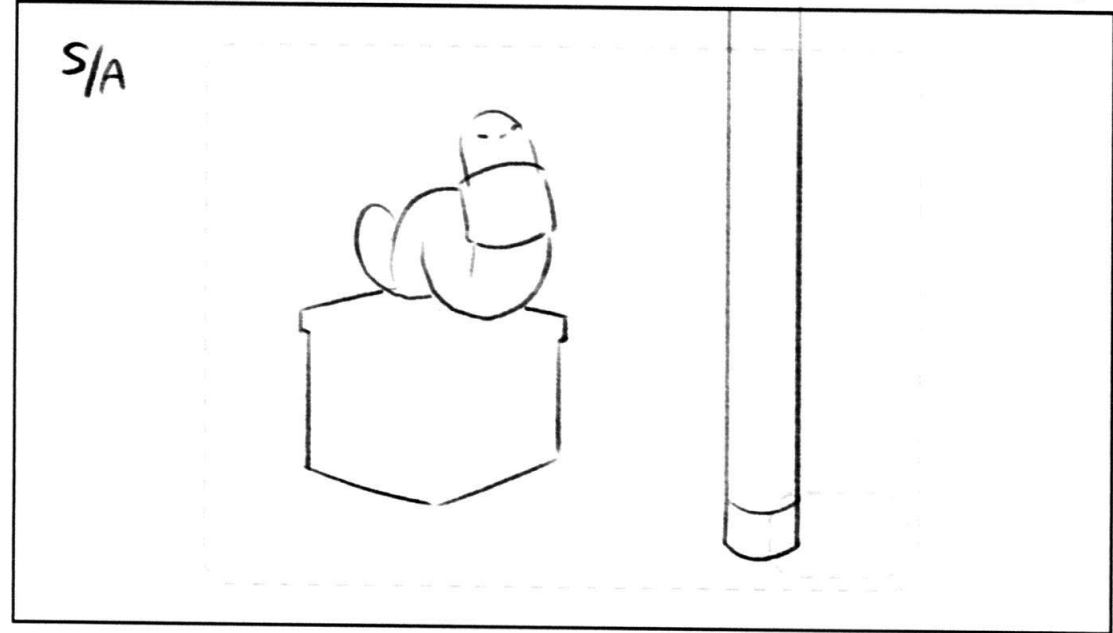
day night



Sc. 14 CONT Pnl. F

Bg.

day night



Dialog:

S: EH....

S: [STRAIN]

Action:

S. BALANCES ON
COOLER

Timing:

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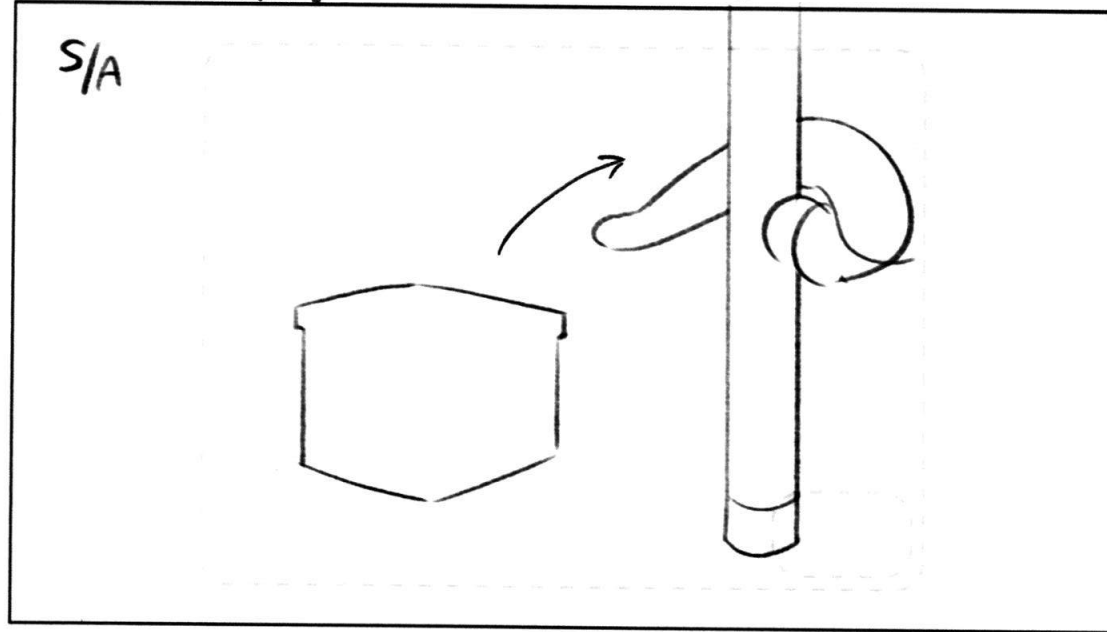


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Sc. 14 **CONT** Pnl. G

Bg.

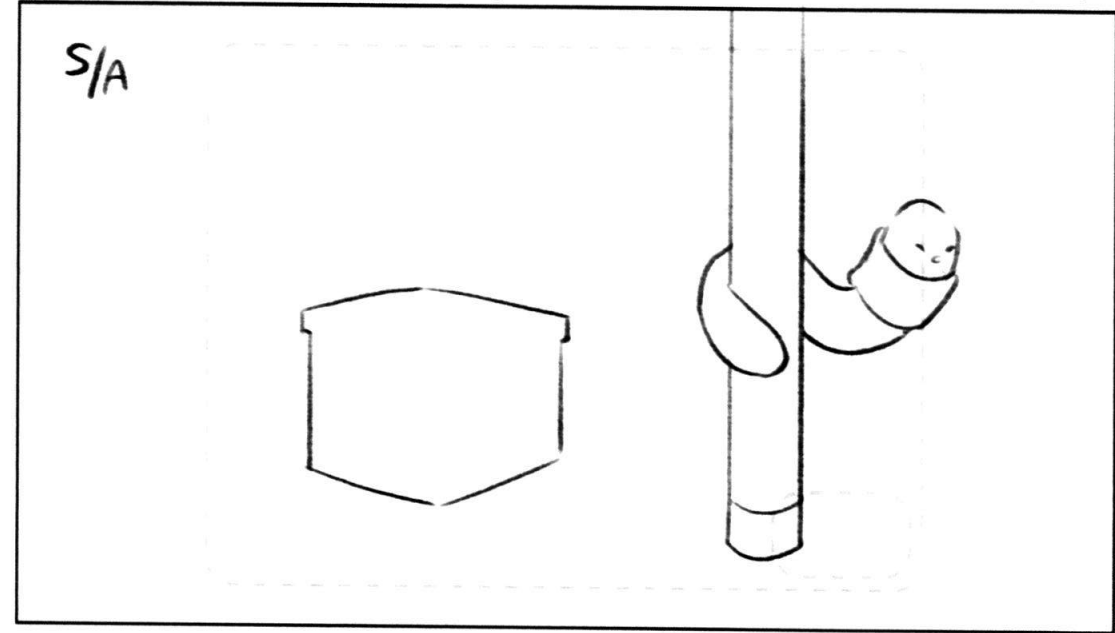
day night



Sc. 14 **CONT** Pnl. H

Bg.

day night



Dialog:

S: HUP!

Action:

- S. SPRINGS TOWARDS POST

Timing:

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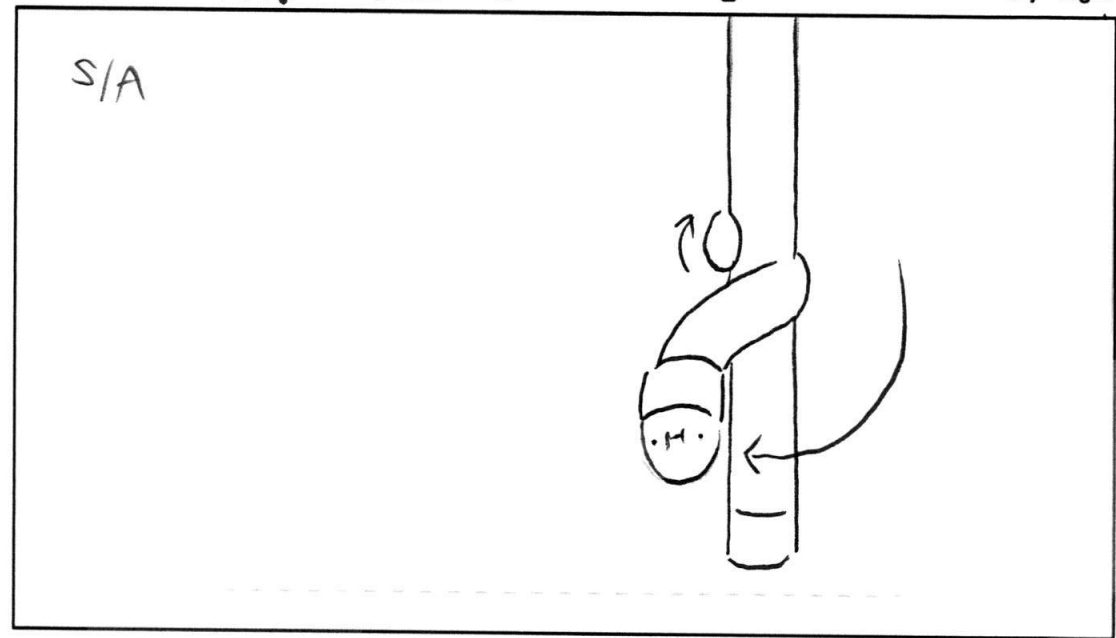
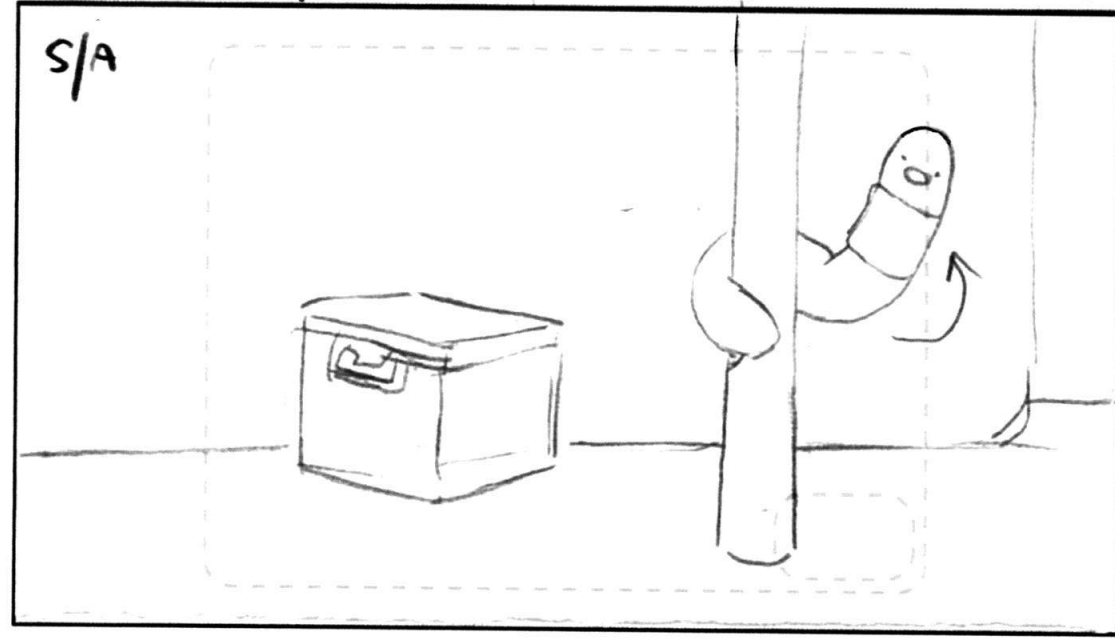
Sc. 14 CONT Pnl. I Bg.

day night

Sc. 14 CONT Pnl. J

Bg.

day night



Dialog:	
<u>S</u> : PARKOUR!	
Action:	- S. WRAPS AROUND SOUND POST.
	- S. SWINGS DOWN
Timing:	

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Production :

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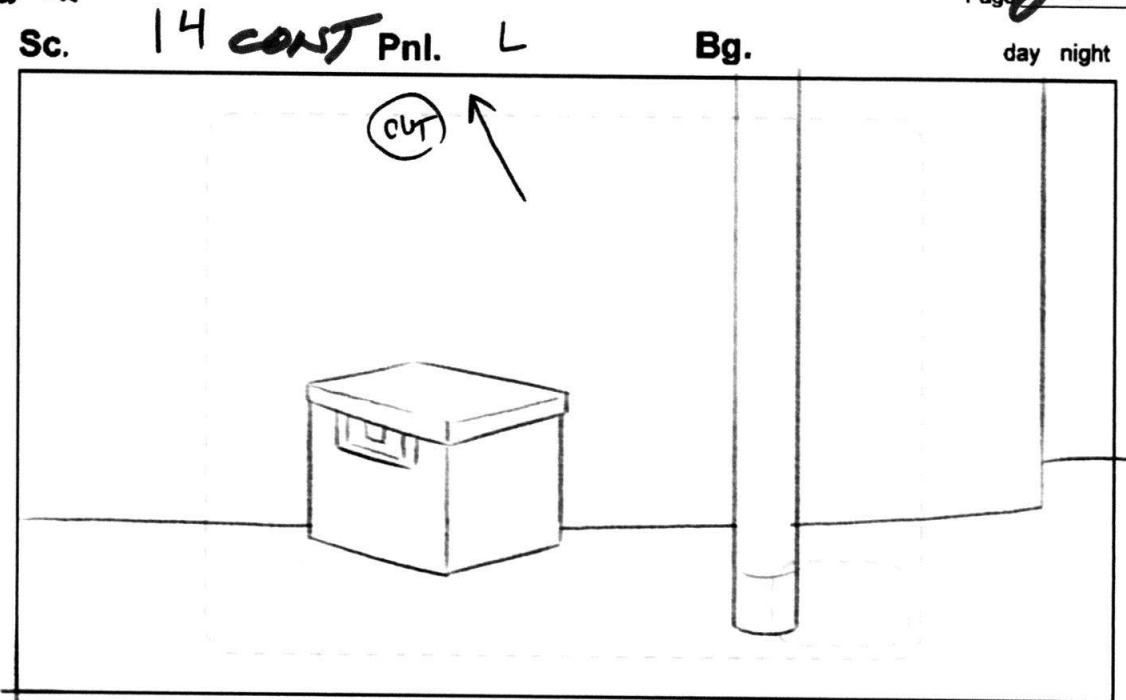
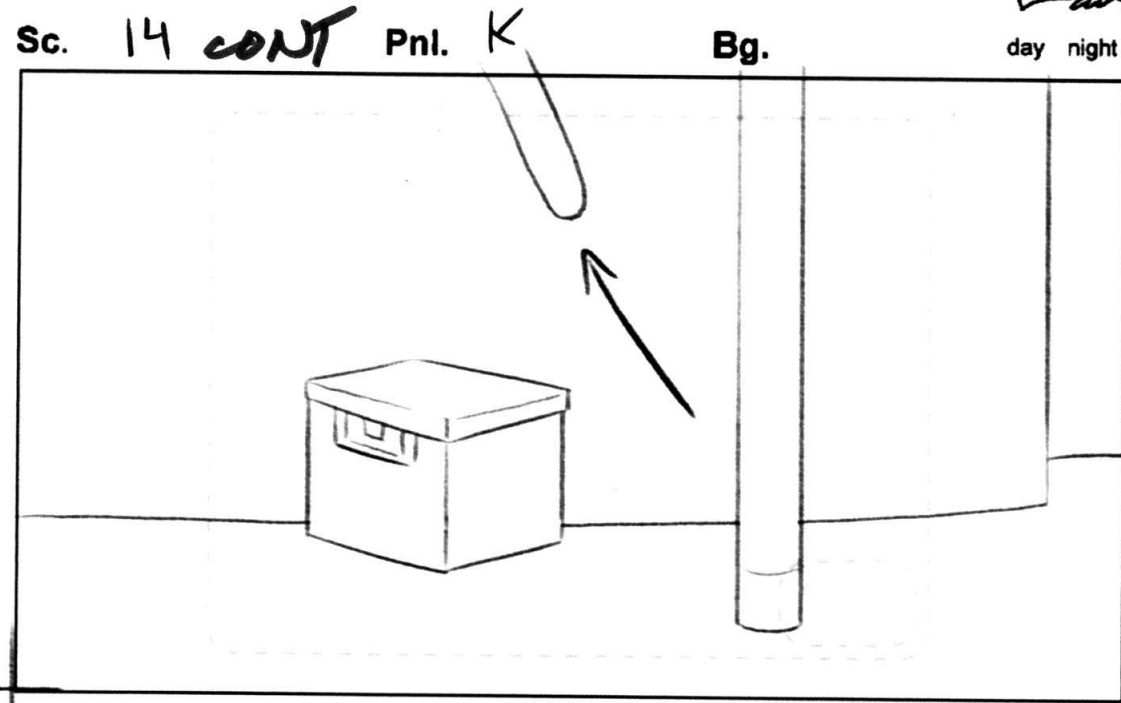
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ADVENTURE TIME



cut



Dialog:

Action:

- S. SWINGS OFF

Timing:

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1025/172

1025/172



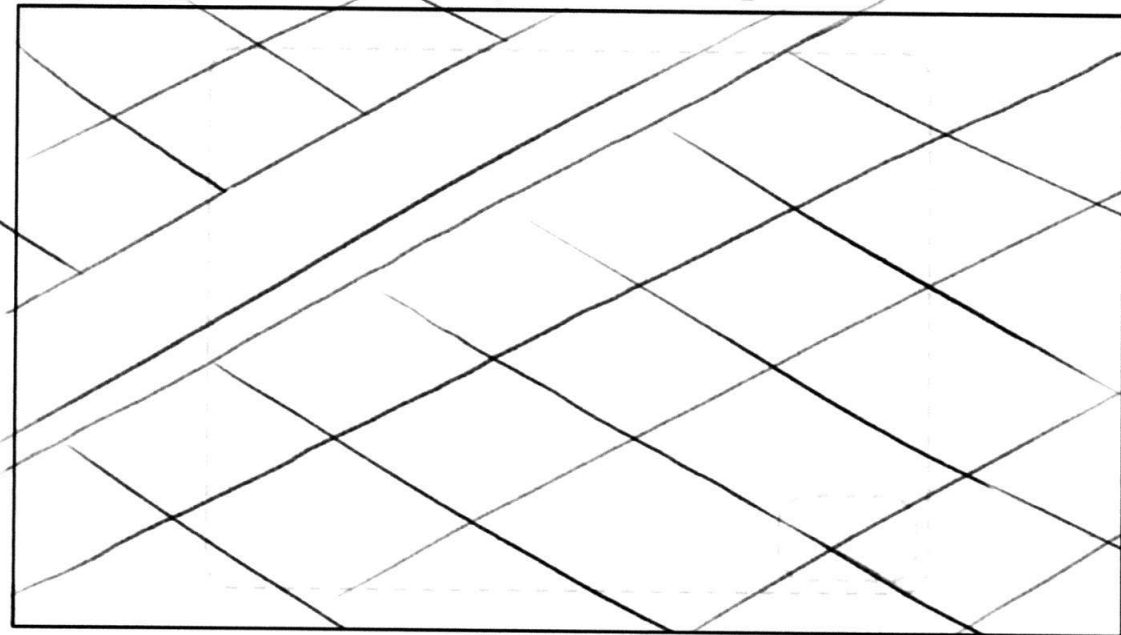
ADVENTURE TIME

Sc. **15**

Pnl. **A**

Bg.

day night

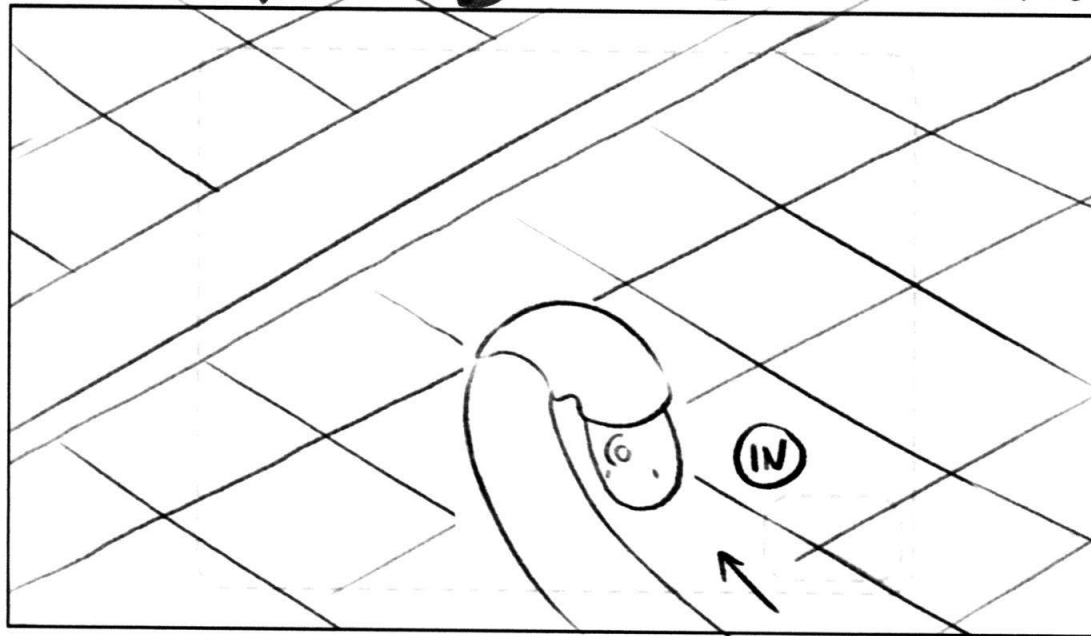


Sc. **15 CONT**

Pnl. **B**

Bg.

day night



Page **29**

Dialog:

S: WOOP!

Action:

- S. FLIES ON/S TOWARDS CEILING.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

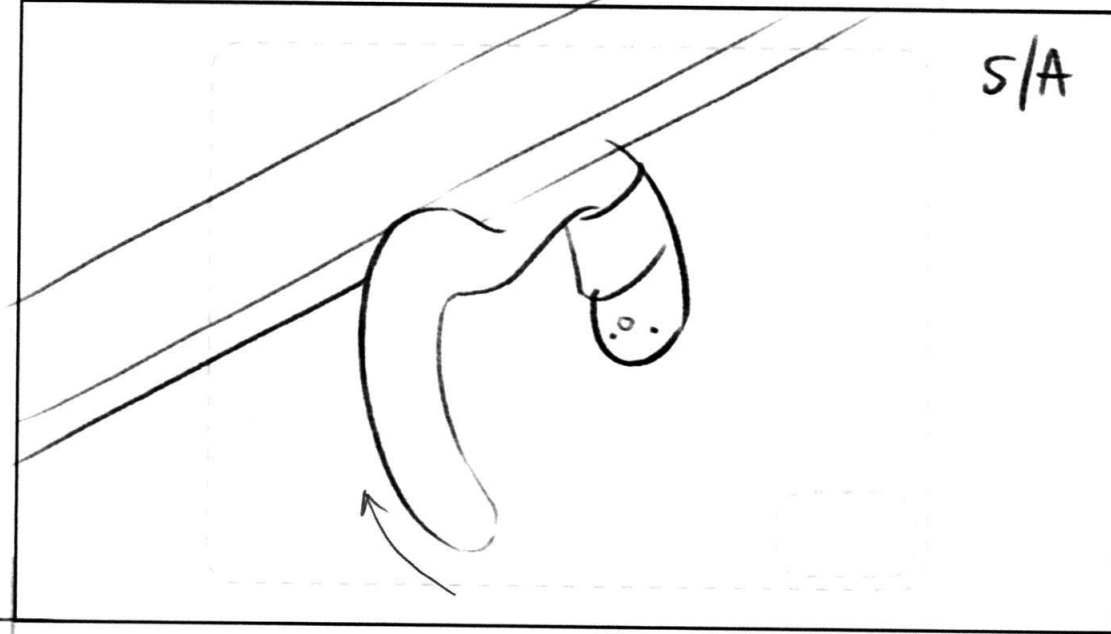


Sc. 15 CONT

Pnl. C

Bg.

day night

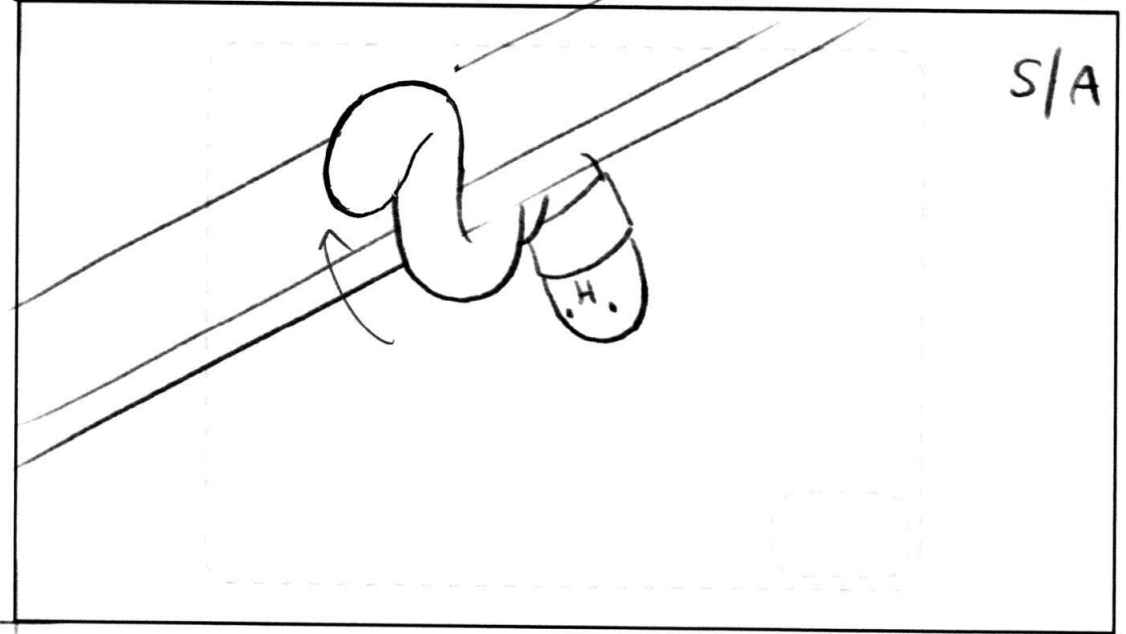


Sc. 15 CONT

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

FEB 10 2014

Page 30

EPISODE # 1025-172

1025/172

Production :

1025/172

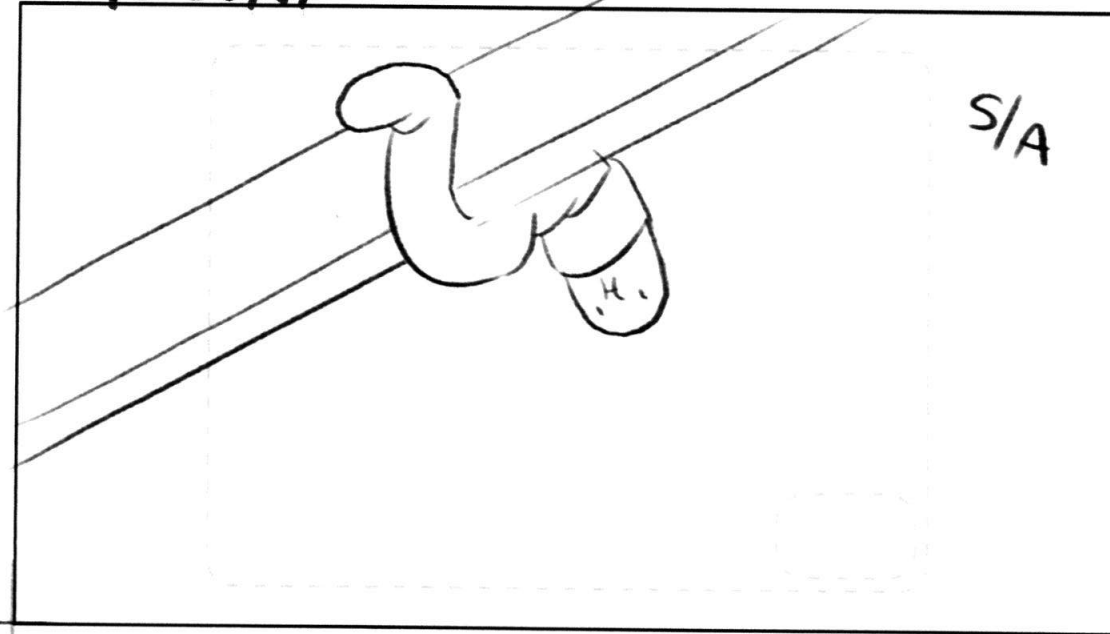
ADVENTURE TIME



Sc. 15 CONT Pnl. E

Bg.

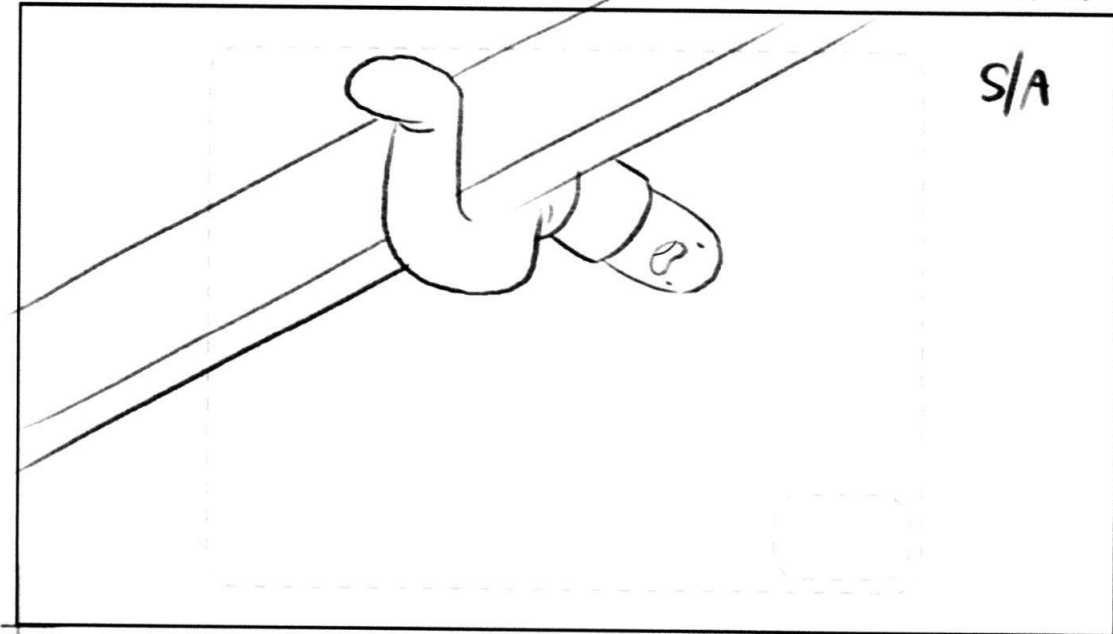
day night



Sc. 15 CONT Pnl. F

Bg.

Page 31
NO PG 32
day night



Dialog:

SFX: THOOMP!

S: I AM DOING
PARKOUR.

Action:

- SHELBY CLAMPS
ONTO BASS BAR.

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



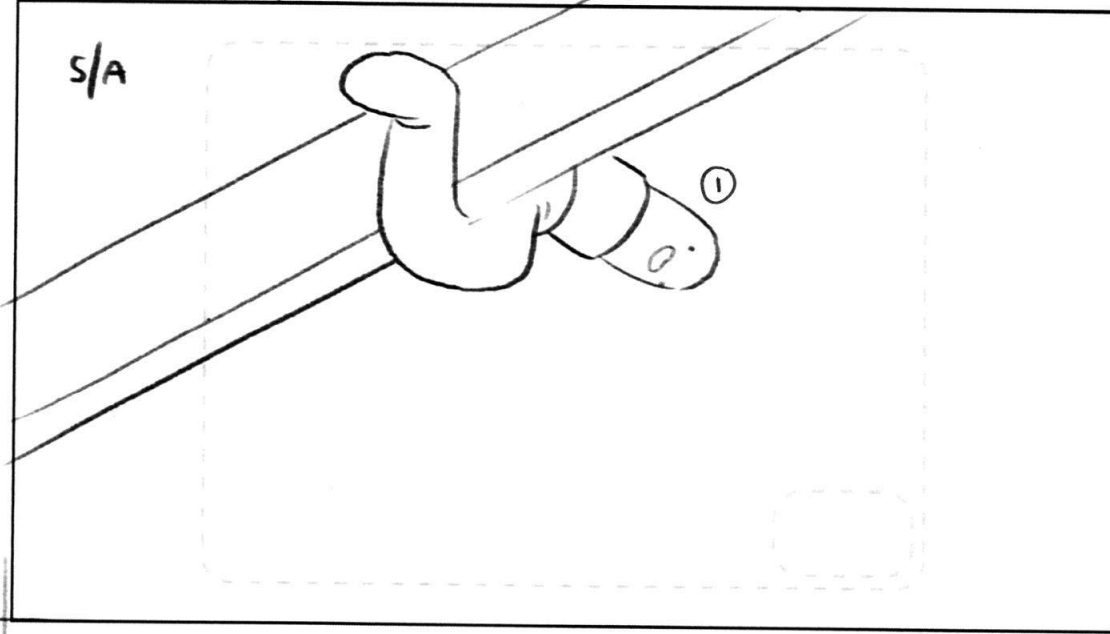
Page 33

Sc. 15 *CONT*

Pnl. G

Bg.

day night

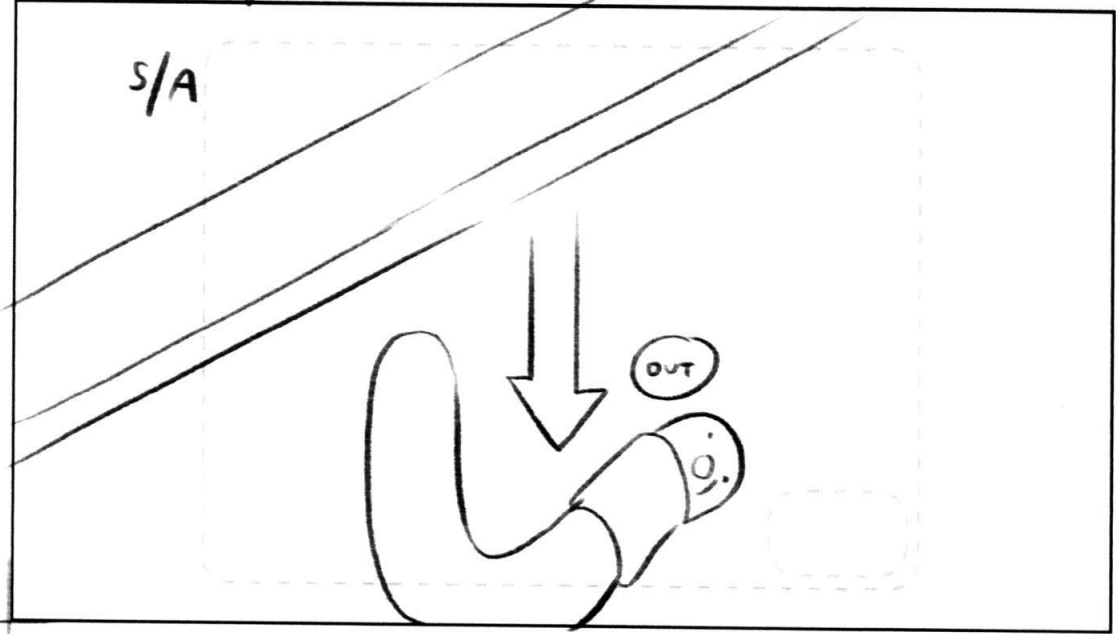


Sc. 15 *CONT*

Pnl. H

Bg.

day night

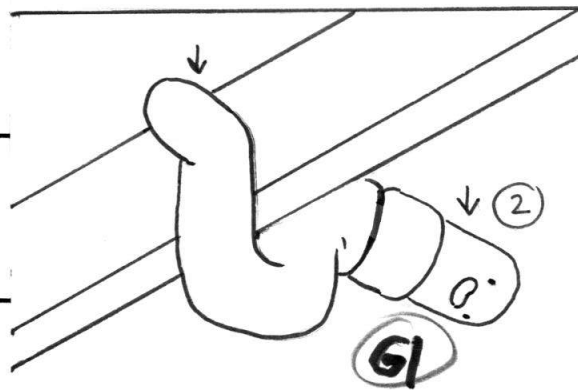


Dialog:

SHELBY: HA-HA-HA!

Action:

Timing:



S: WHOOP.

- S. SLIPS AND FALLS OFF / S.

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

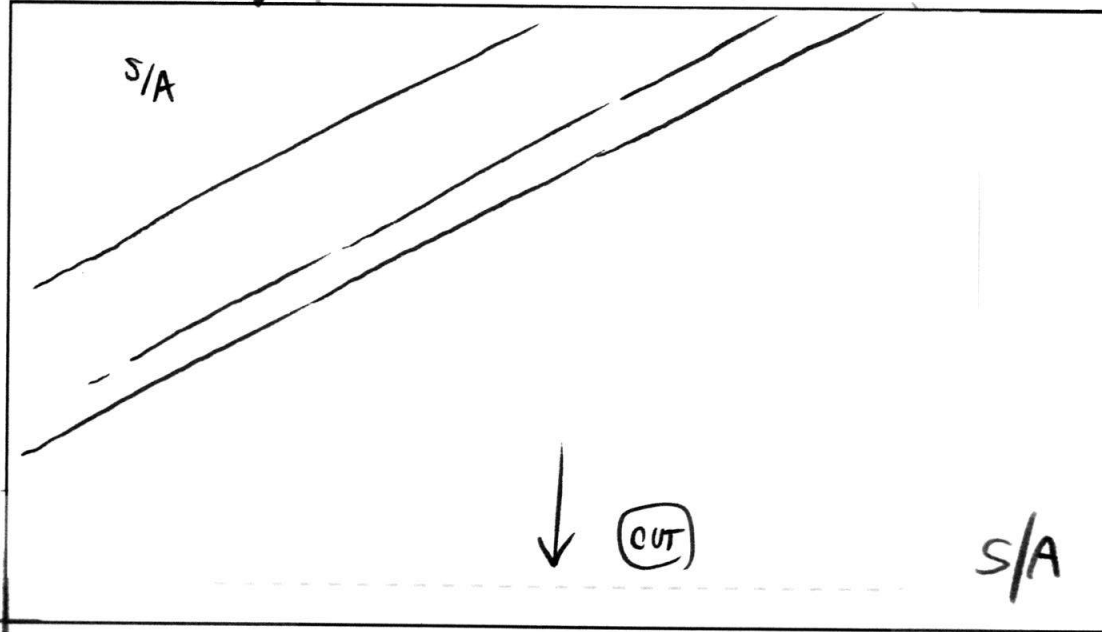
ADVENTURE TIME



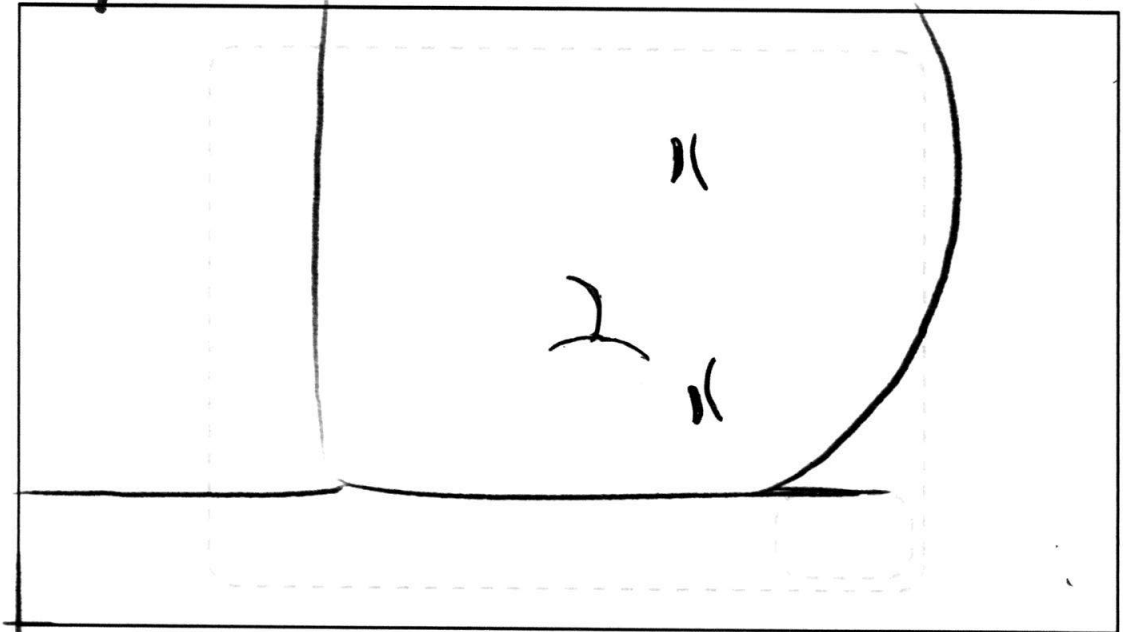
No Scs. 16-17

Page 34

Sc. 15 *CONT* Pnl. I Bg. day ni



Sc. 18 Pnl. A Bg. day night



Dialog:

SFX: * SHHK-THMP! *

Action:

- SHELBY LIES ON GROUND.

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

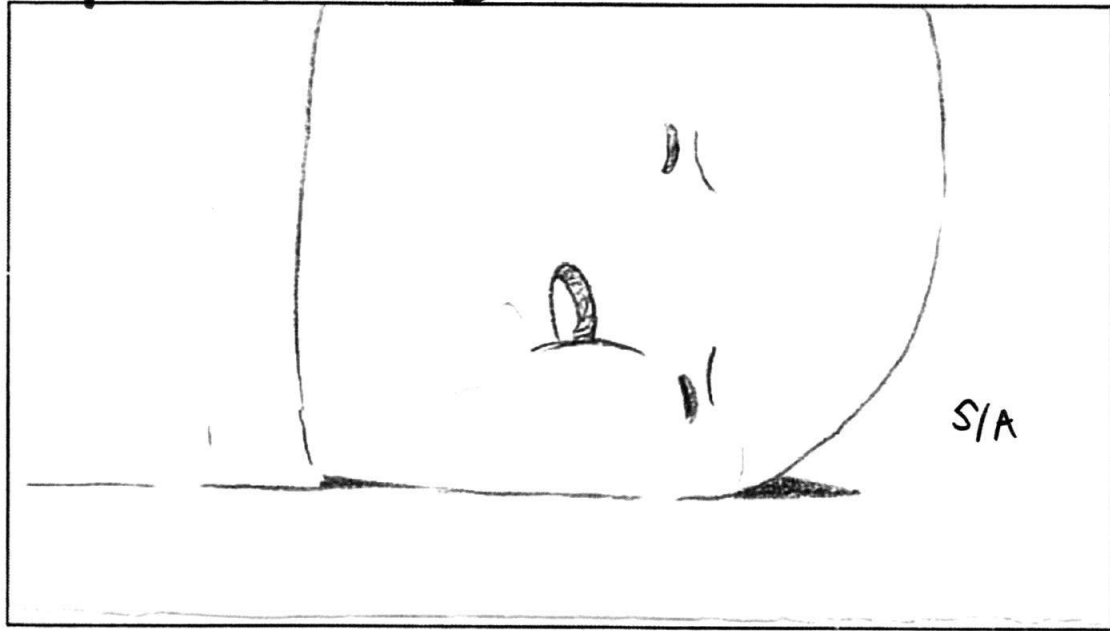
1025/172

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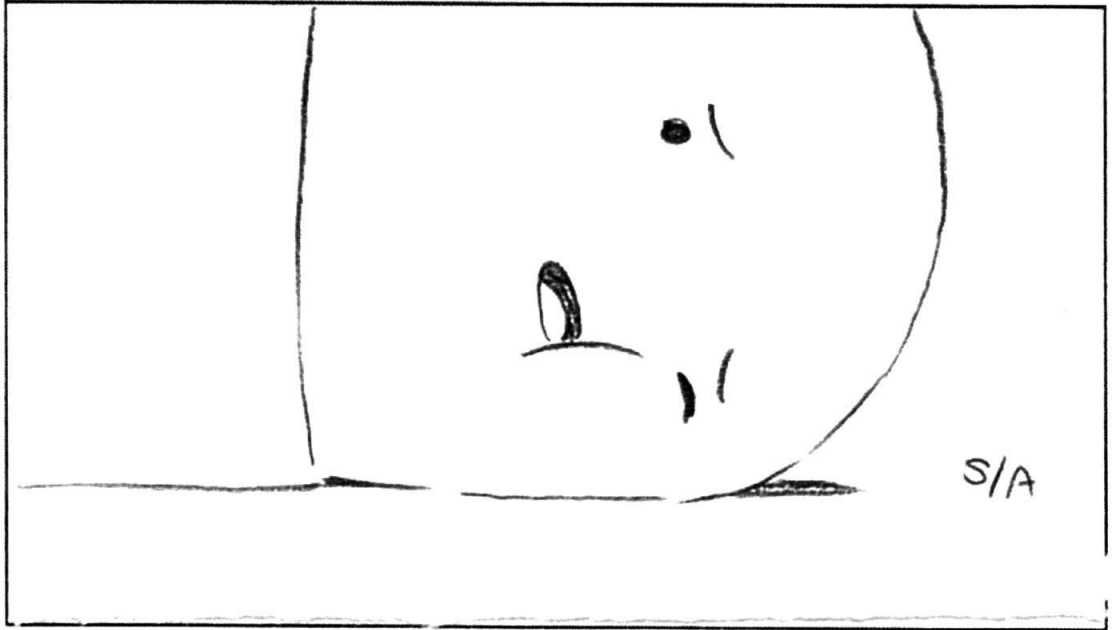
ADVENTURE TIME



Sc. **18 CONT** Pnl. **B** Bg. day night



Sc. **18 CONT** Pnl. **C** Bg. day night 35



Dialog:

S: UHH ... OH NO...

S: I REALLY HURT MYSELF...

Action:

Timing:

FEB 10 2014

EPISODE# 1025-172

Production :

1025/172

1025/172

ADVENTURE TIME



Hu
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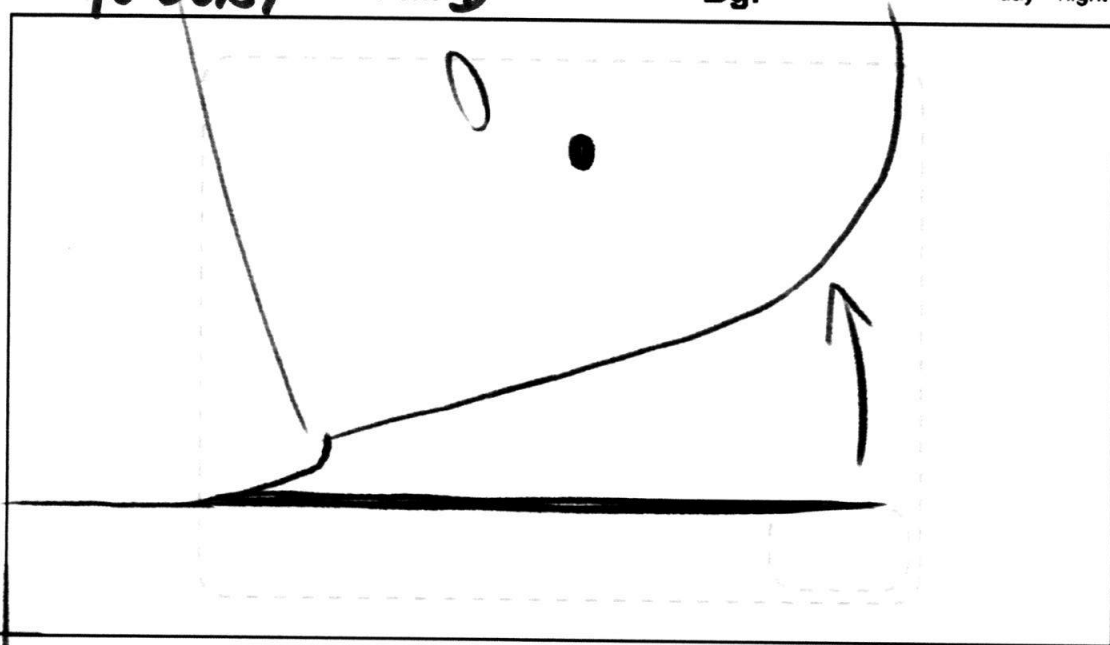
Page 36

Sc. 18 CONT

Pnl. D

Bg.

day night

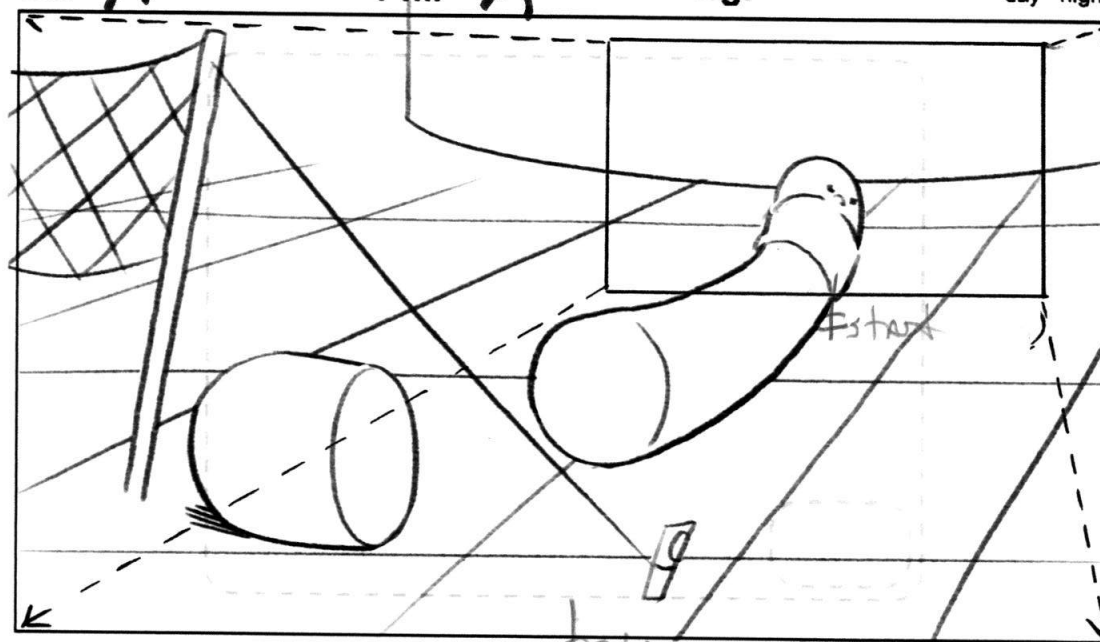


Sc. 19

Pnl. A

Bg.

day night



(SP)

Dialog:

Action:

- S. LIFTS HEAD

- S. SITS UP.

- TRUCK OUT W/ ACTION

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

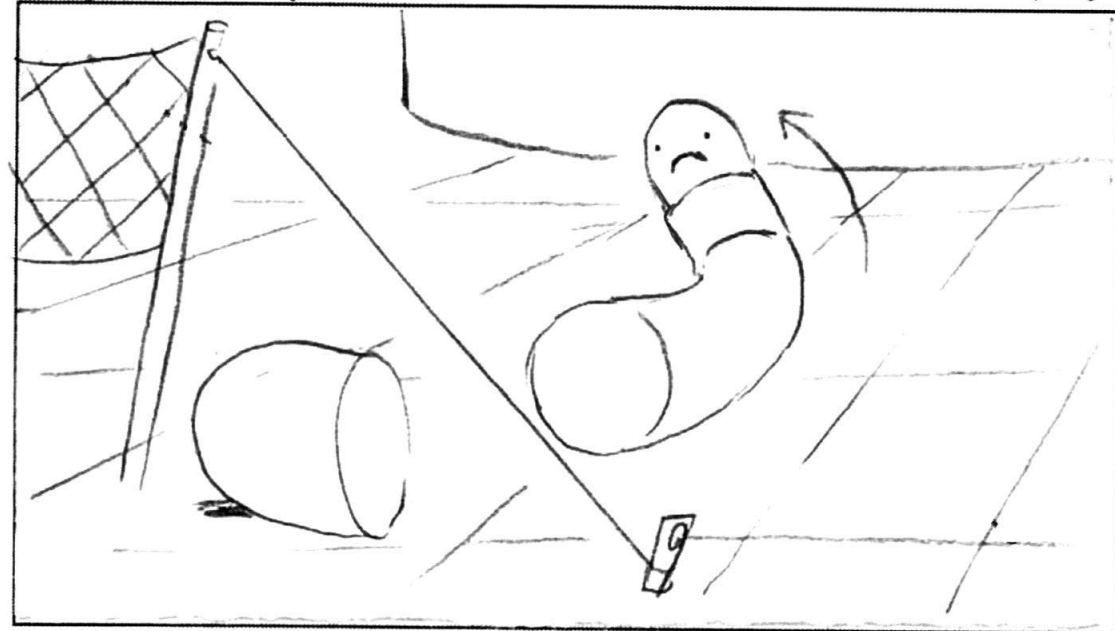
ADVENTURE TIME



Sc. 19 cont Pnl. B

Bg.

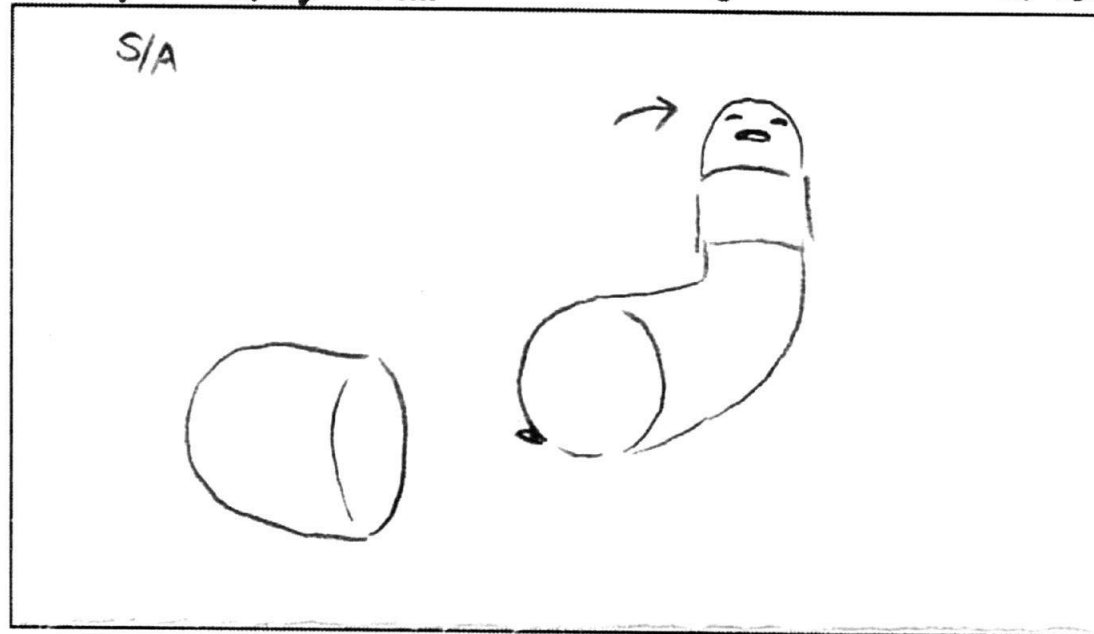
day night



Sc. 19 cont Pnl. C

Bg.

Page 37
day night



Dialog:

S: GUYS I'M SO
DUMB...

Action:

- S. SITS UP. COMPLETELY.

- S. WAVES.

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

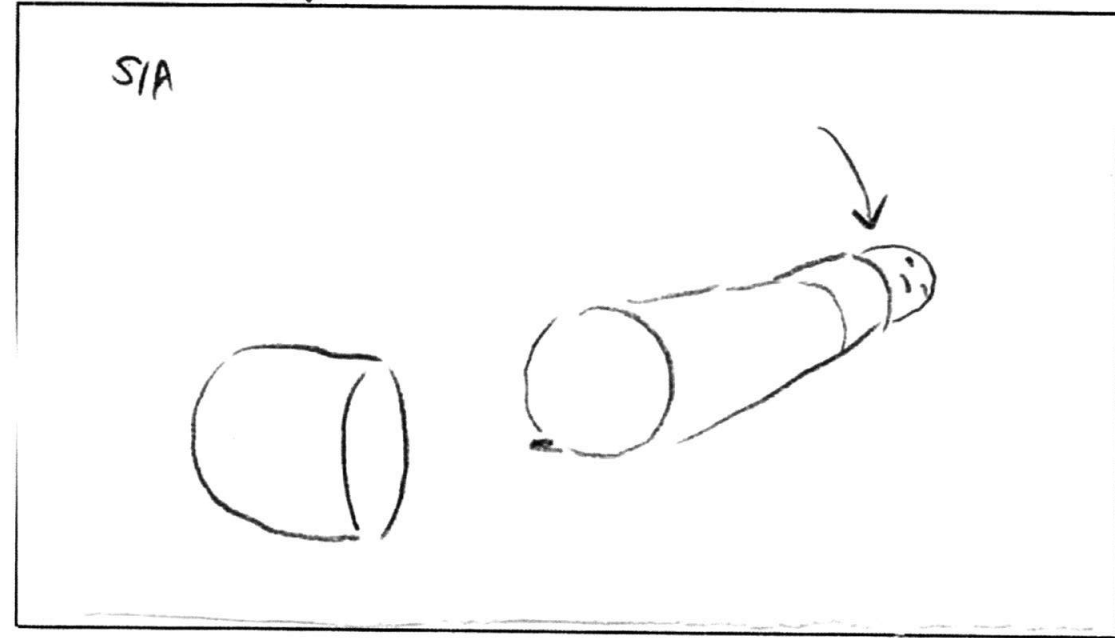
ADVENTURE TIME



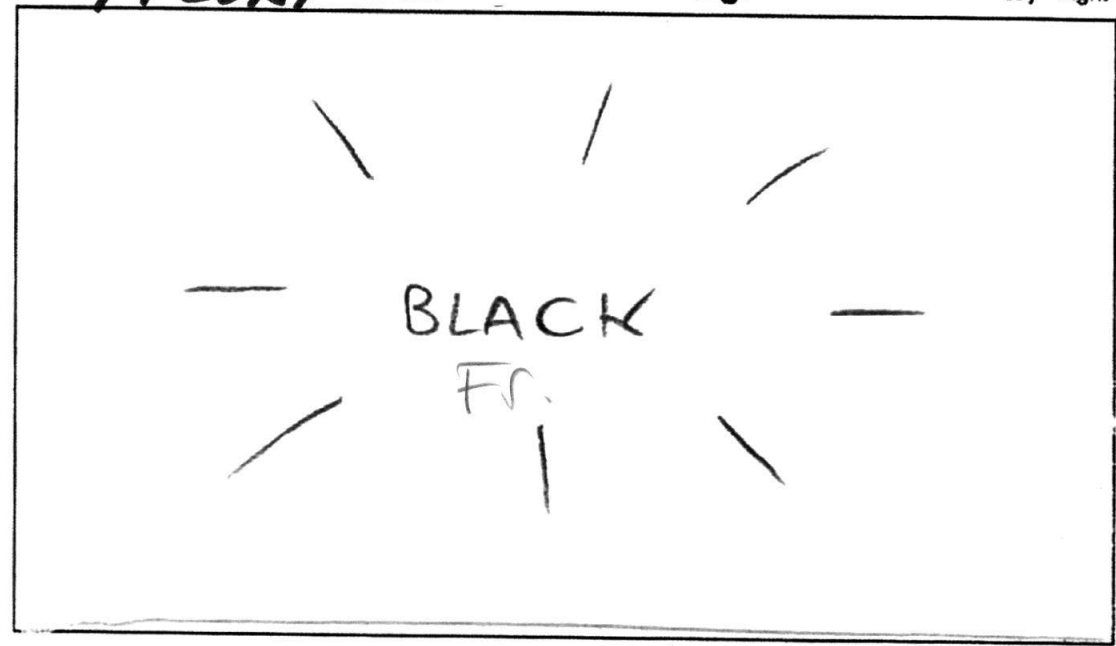
Page **38**

Cut

Sc. **19 CONT** Pnl. **1** Bg. day night



Sc. **19 CONT** Pnl. Bg. day night



Dialog:		
	<p>SFX: THMP</p> <p>FADE OUT</p>	
Action:	<p>- SHELBY PASSES OUT.</p>	<p>- CUT TO BLACK</p>
Timing:		<p>FEB 10 2014</p>

EPISODE # **1025-172**

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ADVENTURE TIME



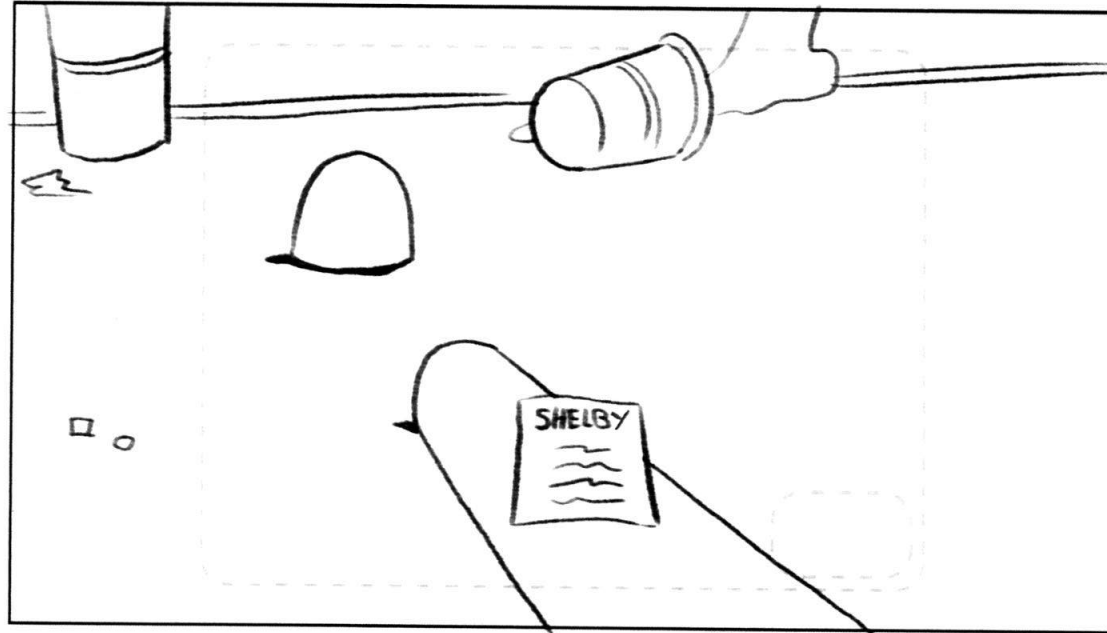
Page **39**

Sc. 20

Pnl. A

Bg.

day night

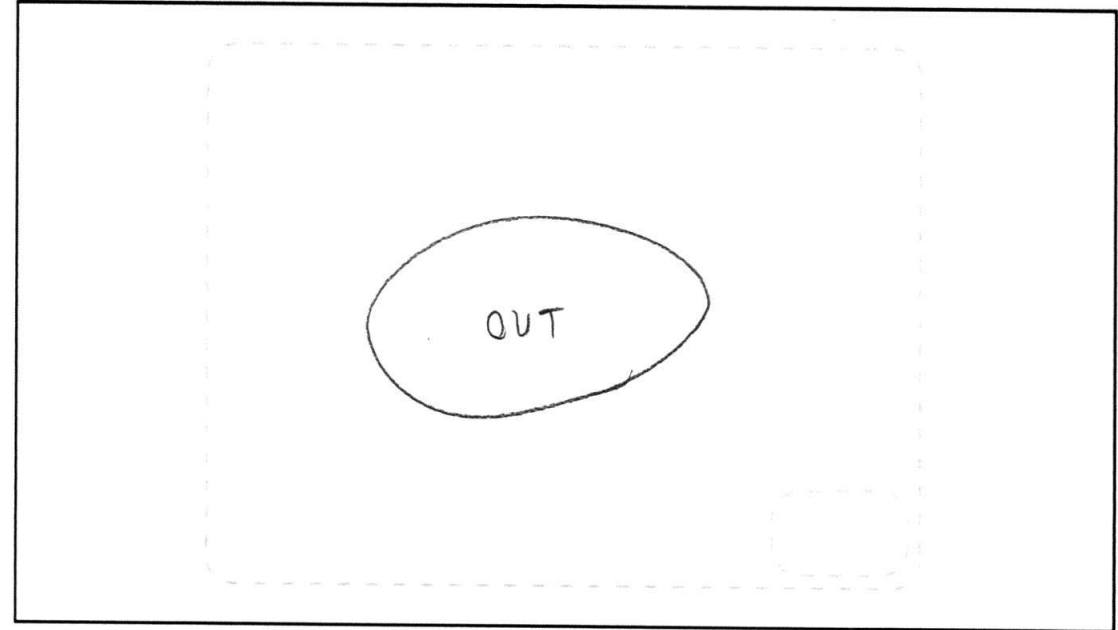


Sc.

Pnl.

Bg.

day night



Dialog:

S: (o/s) [STIRRING]

(S)

Action:

-FADE IN ON VIOLA INTERIOR.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

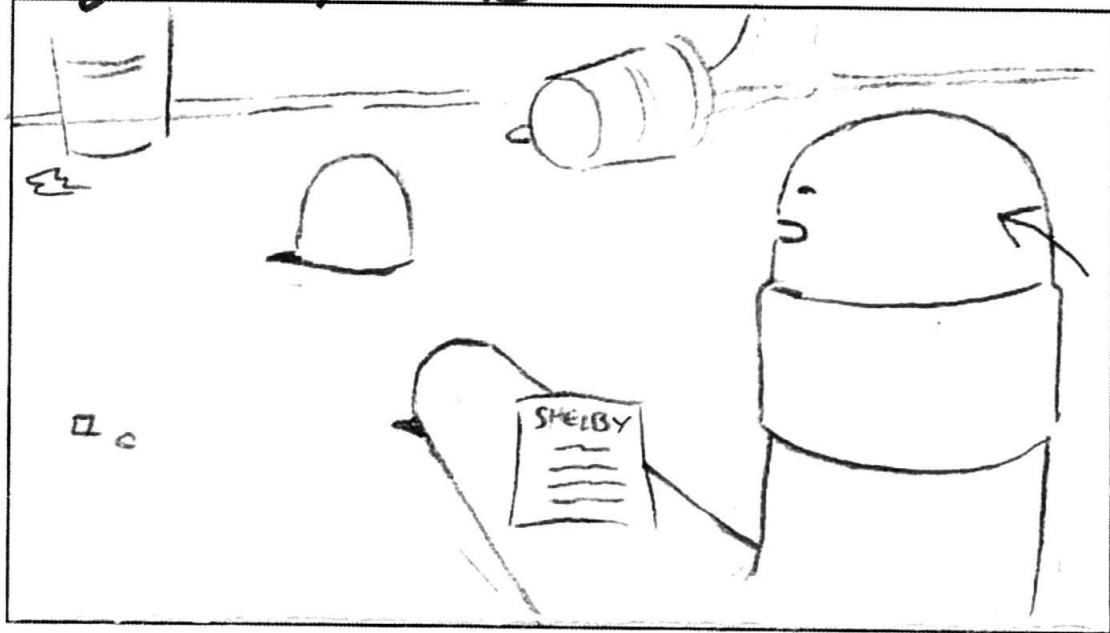
1025/172

ADVENTURE TIME

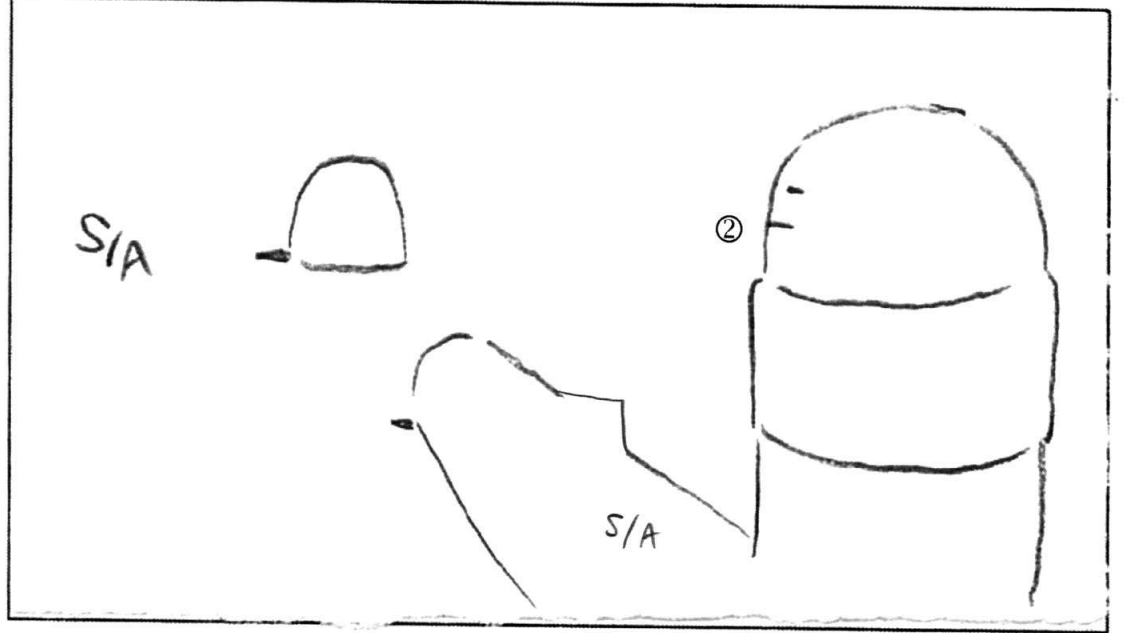


Page **40**

Sc. **20 CONT** Pnl. **B** Bg. day night



Sc. **20 CONT** Pnl. **C** Bg. day night



Dialog:

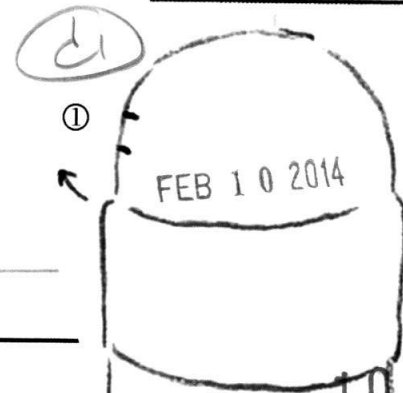
S: UGHH

Action:

- SHELBY SITS UP.
- MORNING, EMPTY ROOM

Timing:

- SHELBY STARES AT NUB.



EPISODE # 1025-172

1025/172

Production :

1025/172

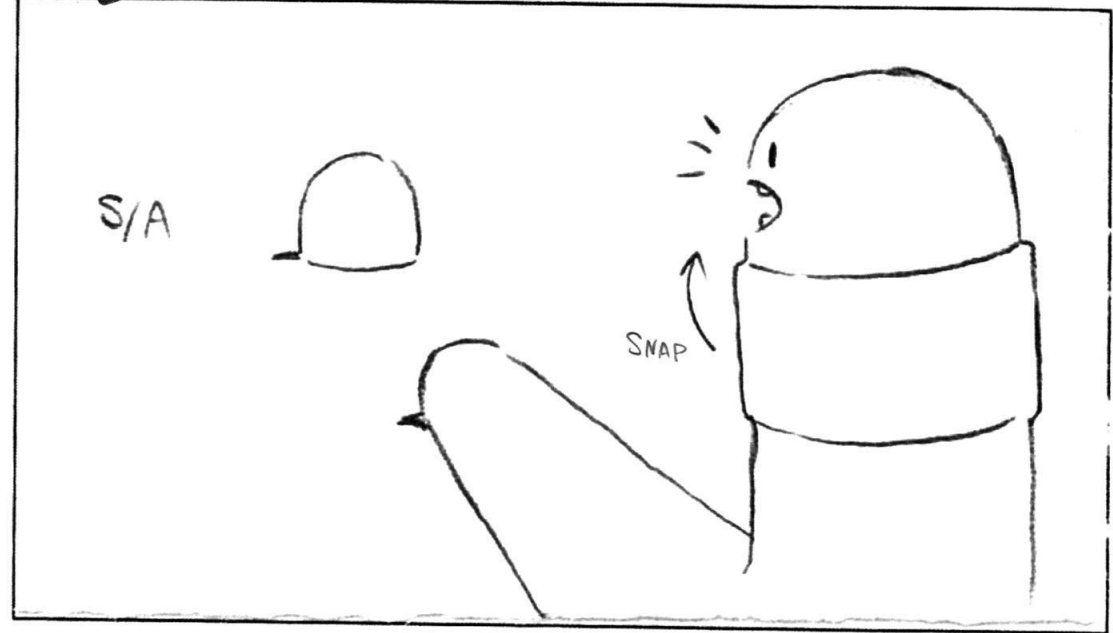
ADVENTURE TIME



Sc. 20 CONT Pnl. D Bg. day night



Sc. 20 CONT Pnl. E Bg. day night



Dialog:

(GROGGY)
S: HEY SOMEBODY
FORGOT THEIR ...

Action:

- SHELBY LOOKS AROUND ABSENT-MINDEDLY.

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

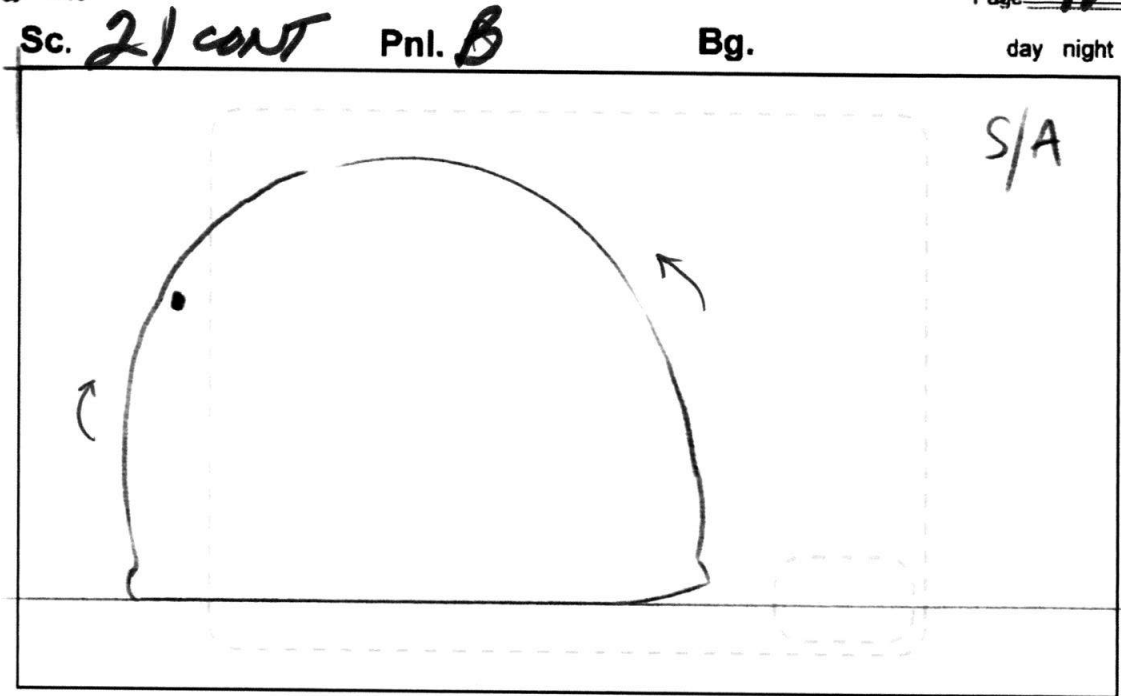
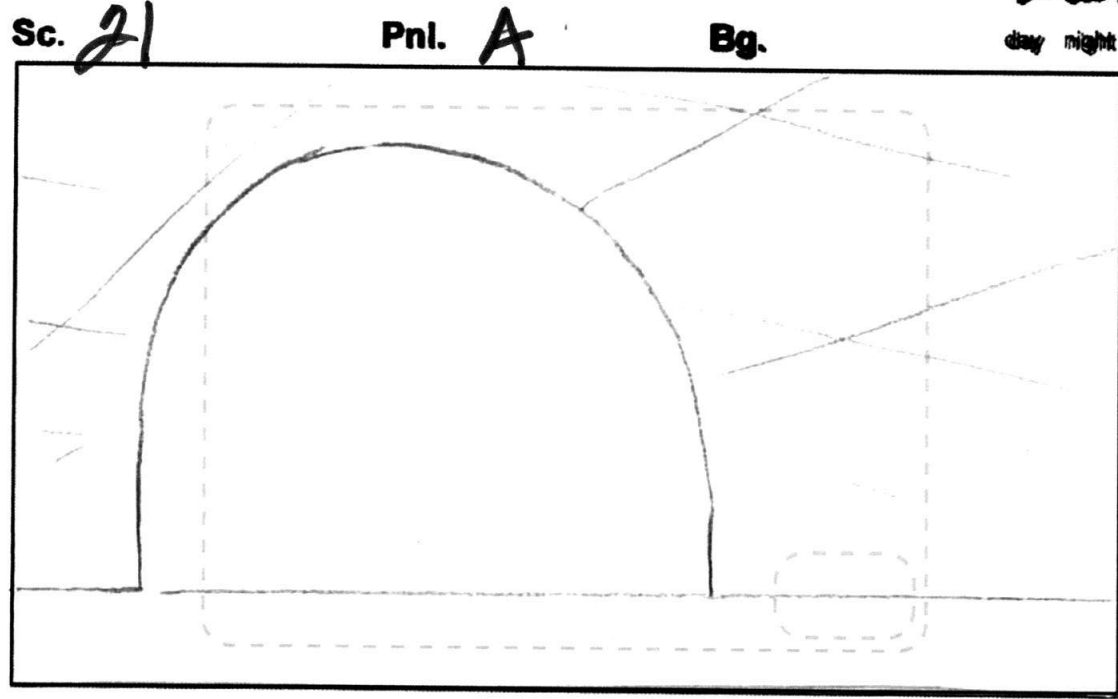
Production :

1025/172

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Ho
Cut

ADVENTURE TIME



Dialog:
SFX : * SHFF *
Action:
Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



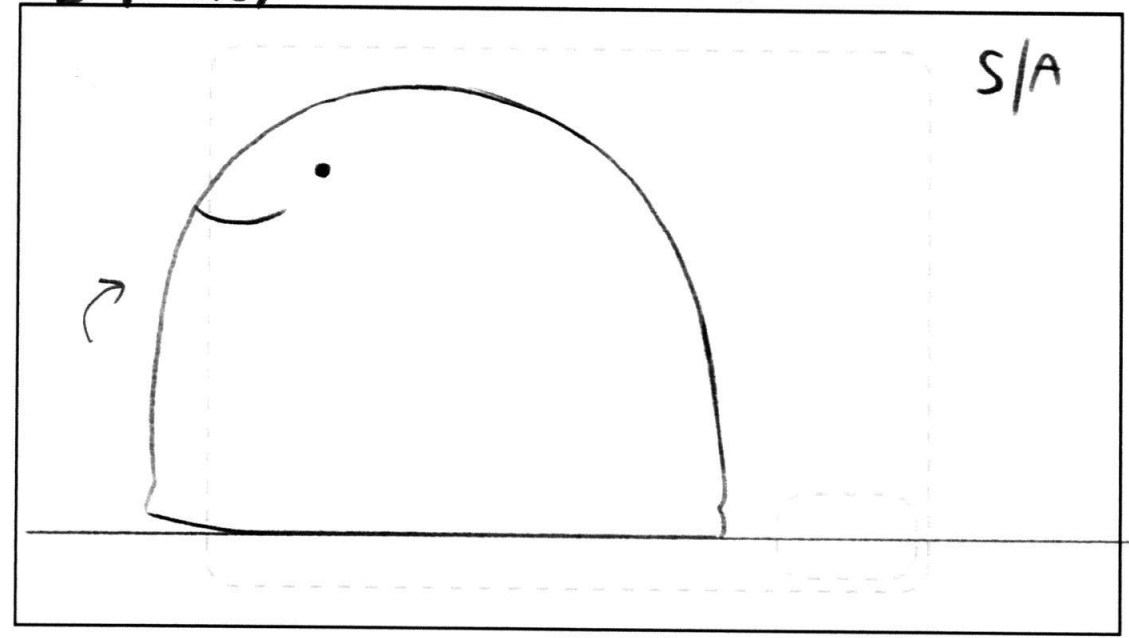
Page **43**

Sc. **2/CONT**

Pnl. **C**

Bg.

day night

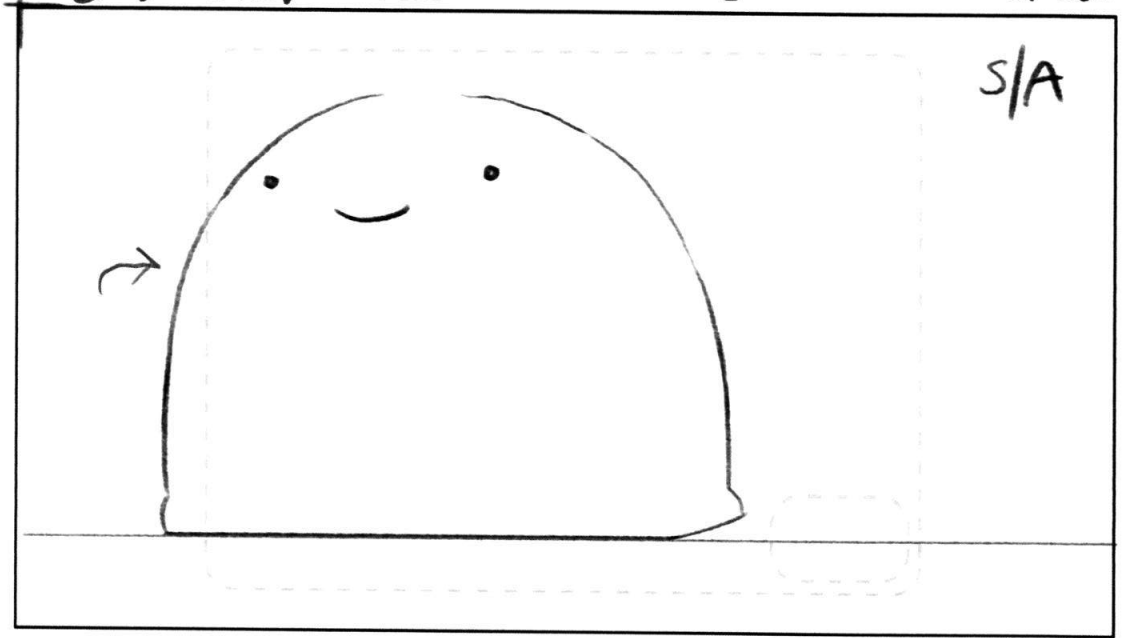


Sc. **2/CONT**

Pnl. **D**

Bg.

day night



Dialog:

Action:

Timing:

FEB 10 2014

Production :

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1025/172

1025/172

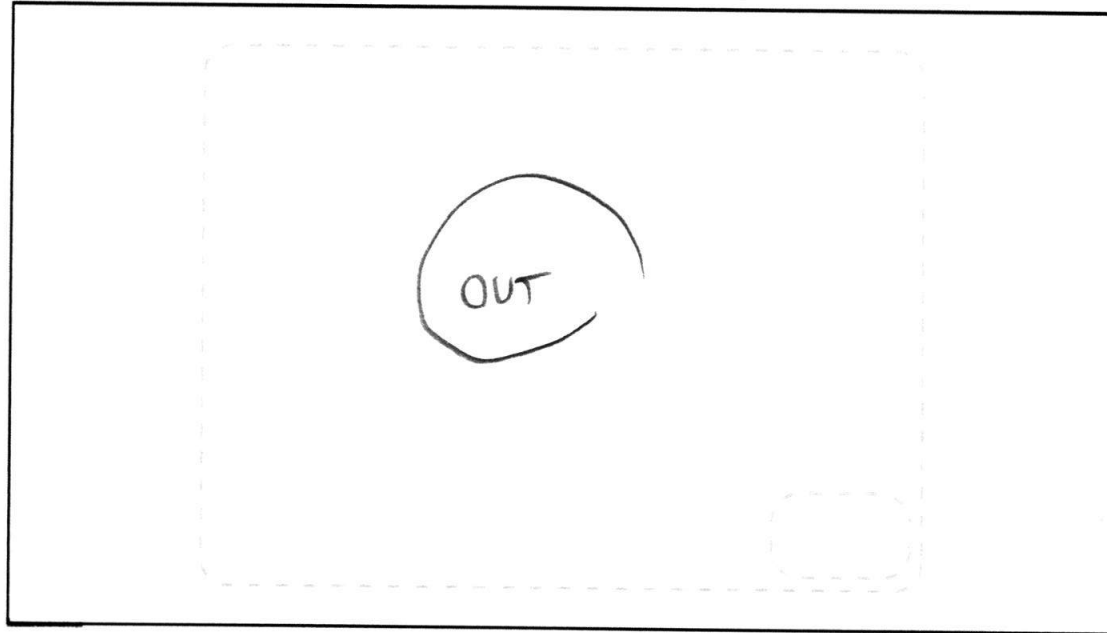
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ADVENTURE TIME

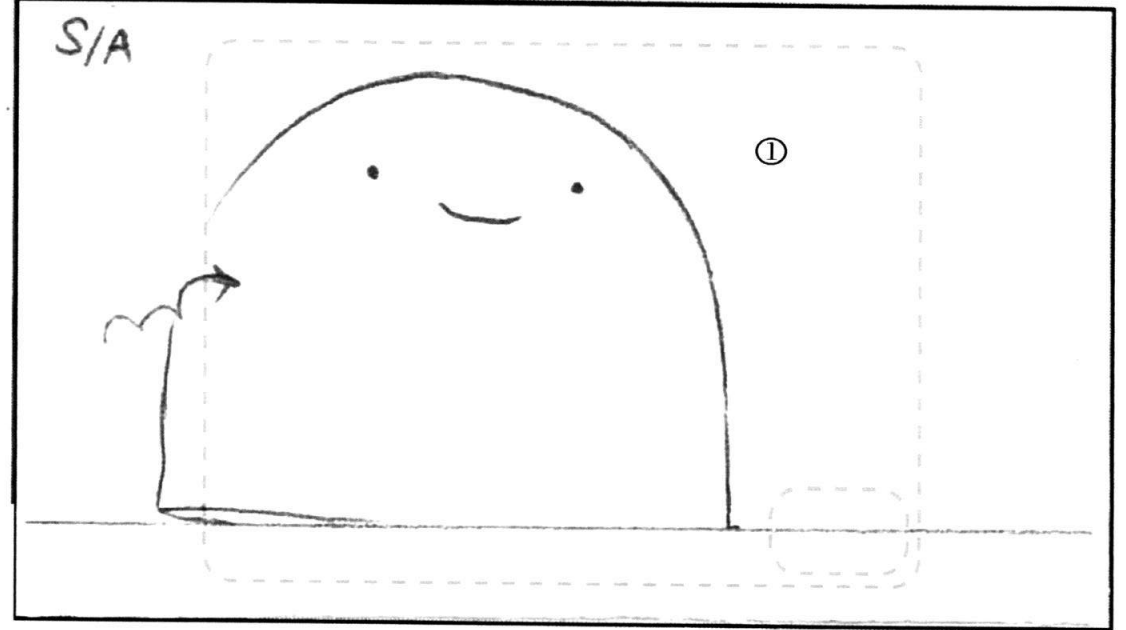


Page **44**

Sc. Pnl. Bg. day night



Sc. **24 CONT** Pnl. **E** Bg. day night



Dialog:

Action:

Timing:

SFX: SHFF-SHFF-SHFF

-NUB SHUFFLES AROUND TO REVEAL FACE.



Handwritten signature/initials

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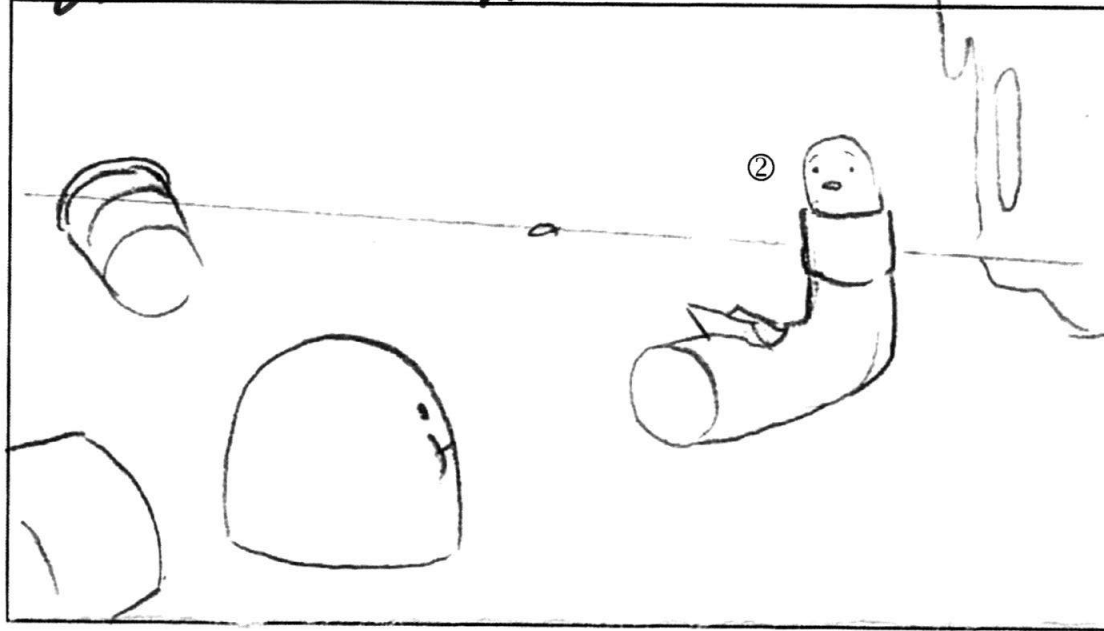
Hi
Cut

ADVENTURE TIME

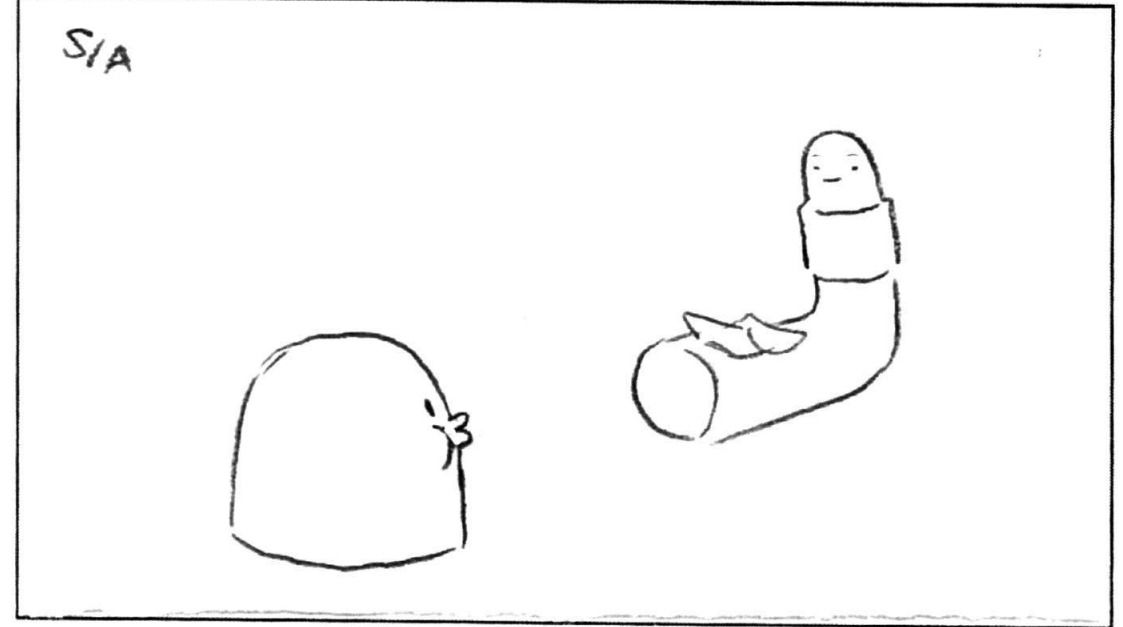


Page 45

Sc. 22 Pnl. A Bg. day night



Sc. 22 CONT Pnl. B Bg. day night



Dialog:

S: UHM... WHO
ARE YOU.

K: BRBRBR?

Action:

- NUB MAKES A
CONFUSED FACE AND VIBRATES LIPS

Timing:



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Production :

1025/172

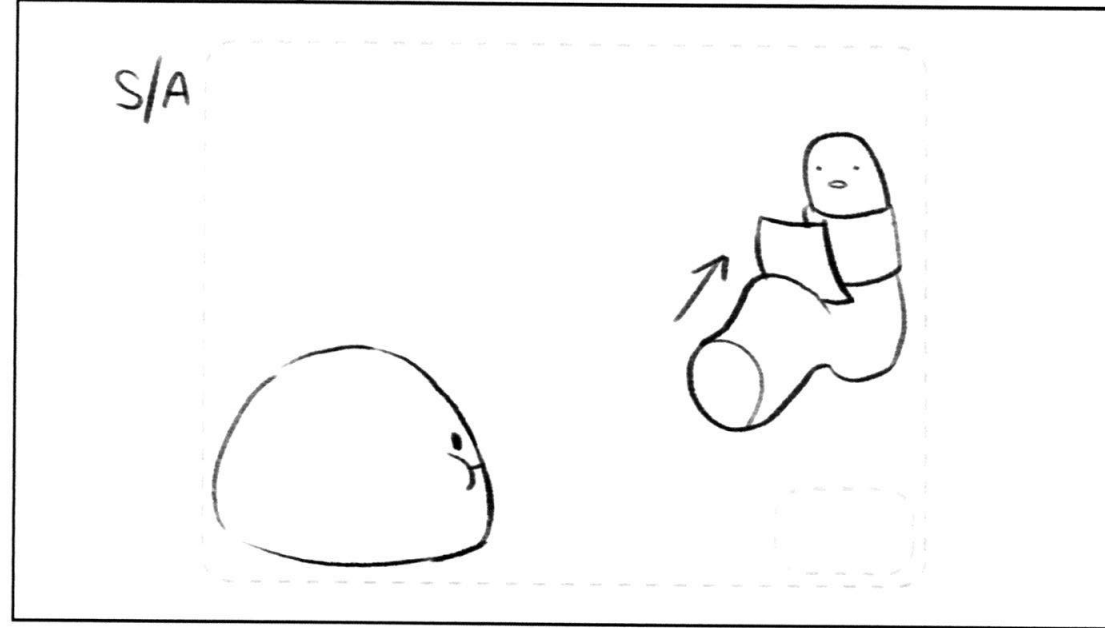
1025/172

ADVENTURE TIME

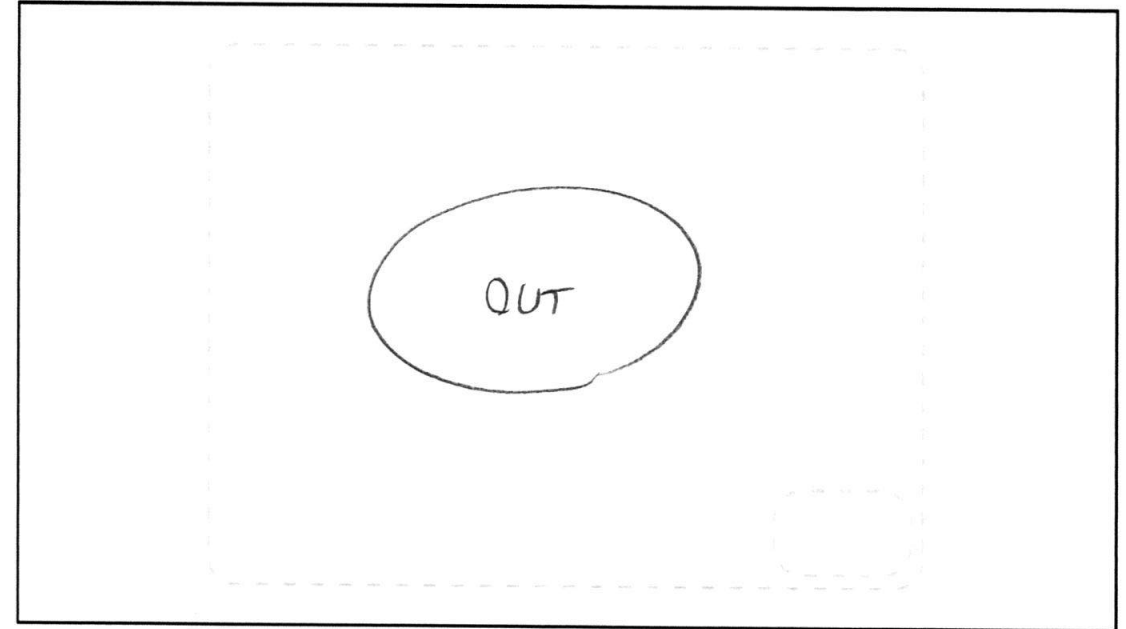


Page 46
day night

Sc. 22 CONT Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

SHELBY : OH, THERE'S A NOTE.

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



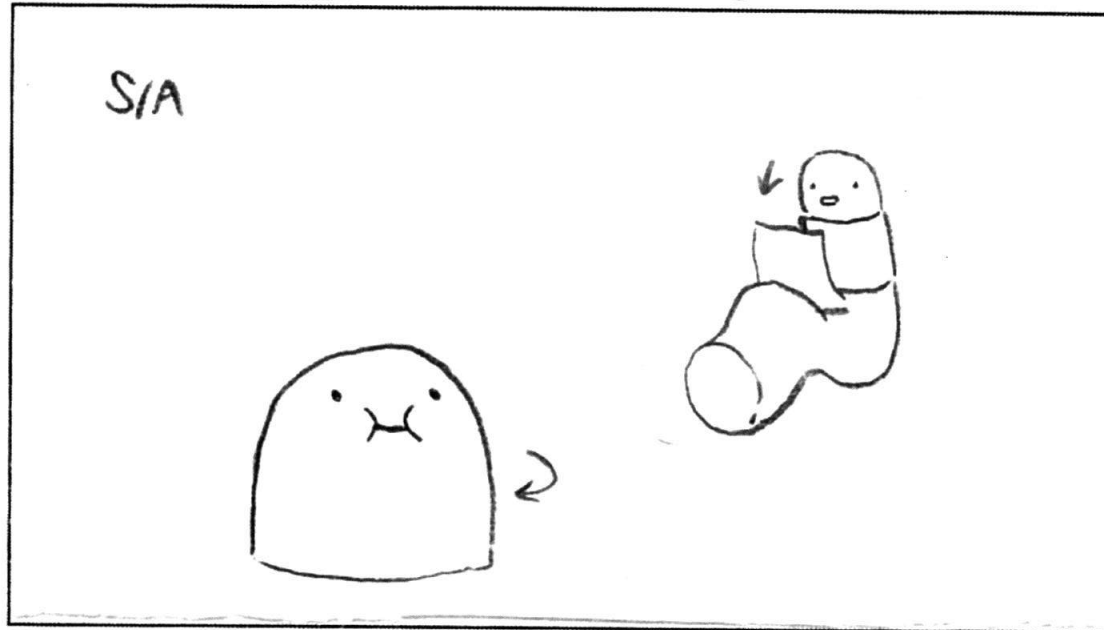
Ho
cut

Page **47**

Sc. **22 CONT** Pnl. **D**

Bg.

day night

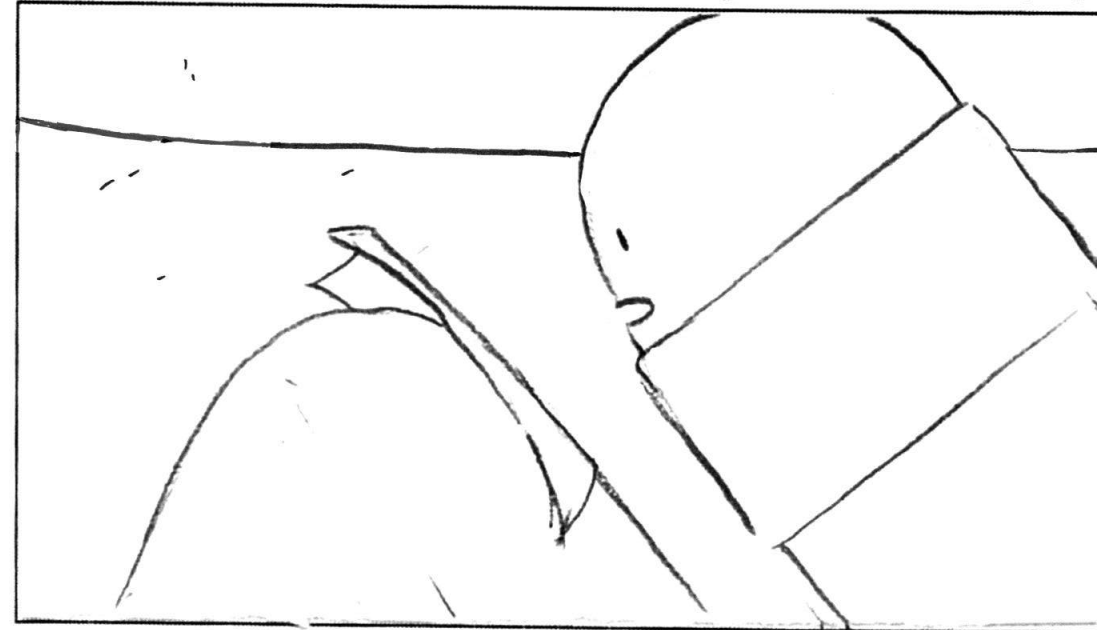


Sc. **23**

Pnl. **A**

Bg.

day night



Dialog:

S: "HEY DUDE THE TIP
OF YOUR TAIL GOT
SNIPPED OFF --"

Action:

- KENT LOOKS AROUND,

Timing:

S: "SO NOW YOU HAVE
A LITTLE BROTHER;
WE NAMED HIM --"

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EPISODE # 1025-172

Production :

1025/172

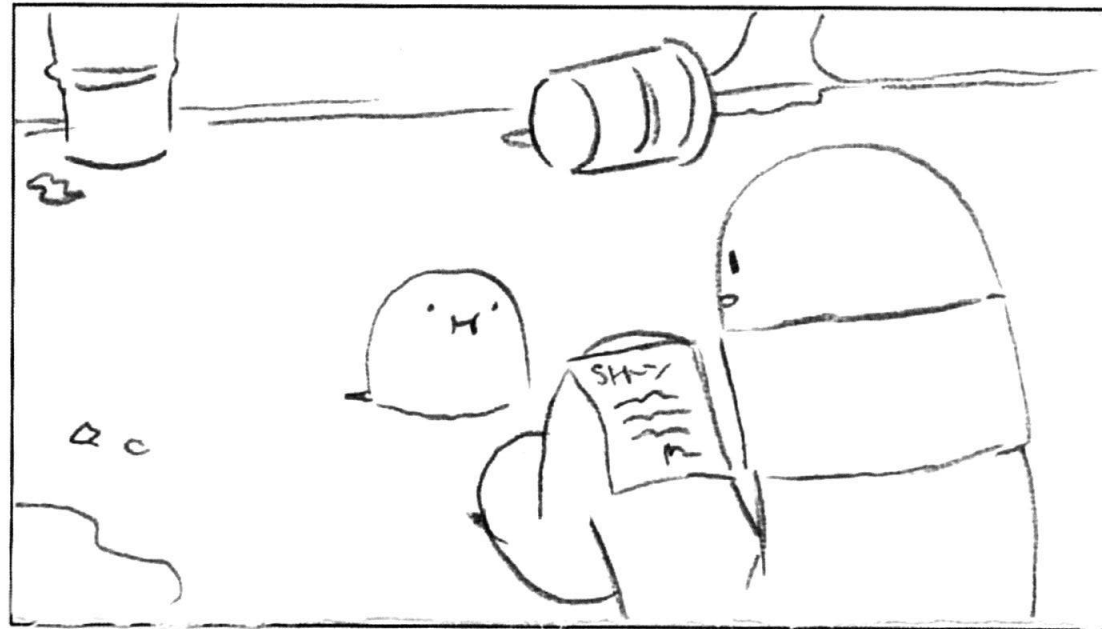
1025/172

ADVENTURE TIME



Page **48**

Sc. **24** Pnl. **A** Bg. day night



Sc. **24 cont** Pnl. **B** Bg. day night



Dialog:

S/ "BUTTY BUTTERSON".

Action:

S: "SIGNED, THE
OTHER BUGS"
KENT: [POPPING]

Timing:

- SHELBY LOOKS UP.

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HN
cut

ADVENTURE TIME

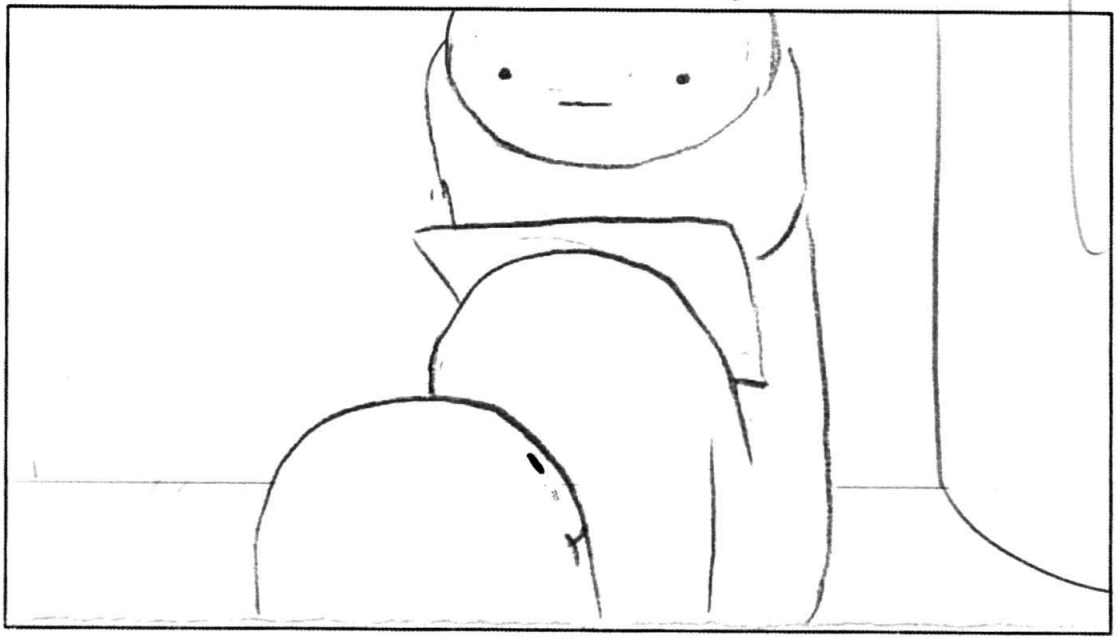


Sc. 25

Pnl. A

Bg.

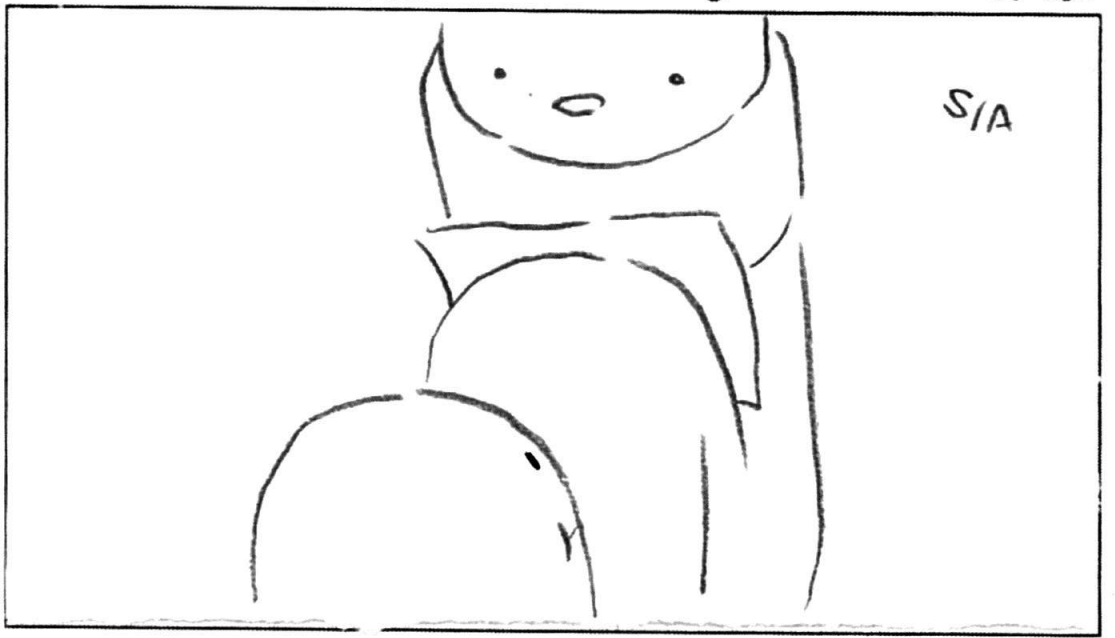
day night



Sc. 25 *CONT* Pnl. B

Bg.

day night



Page **49**

cut
w/ wipe
@ post

Dialog:

S: MM, I'LL CALL YOU
KENT FOR SHORT.

Action:

- SHELBY STARES FOR A BEAT.

WIPE

Timing:

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EPISODE # 1025-172

1025/172

Production :

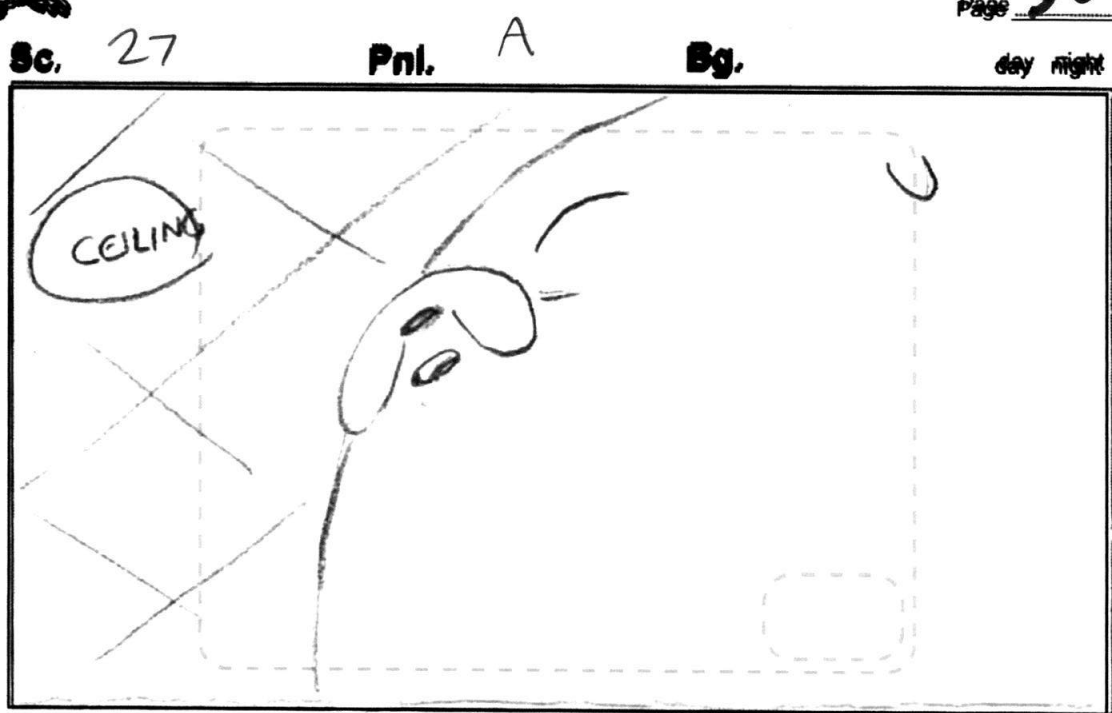
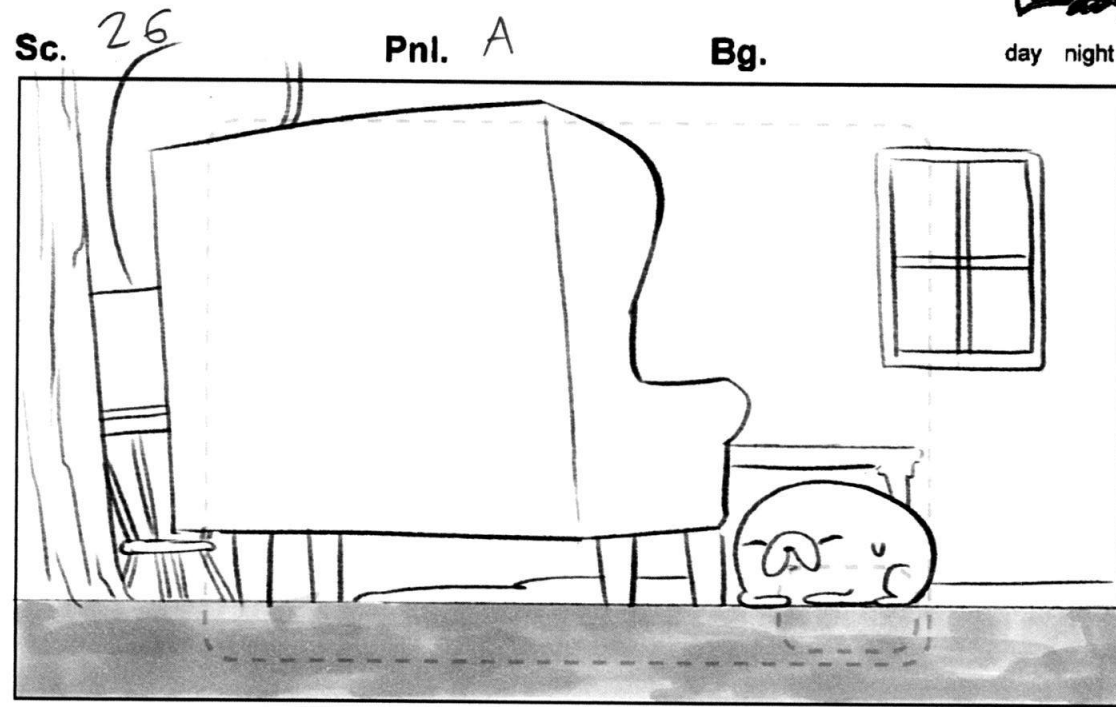
1025/172

Cut w/ wipe
2 post

ADVENTURE TIME



the cut



Dialog:	J: [SOFTLY SLEEPING] _____ S: ^{O/S} (MELODIC) JAAAAAKE ... <u>JAKE</u>
Action:	- UPSTAIRS LIVING ROOM - J. SLEEPS AT FOOT OF CHAIR
Timing:	FEB 10 2014

ADVENTURE TIME

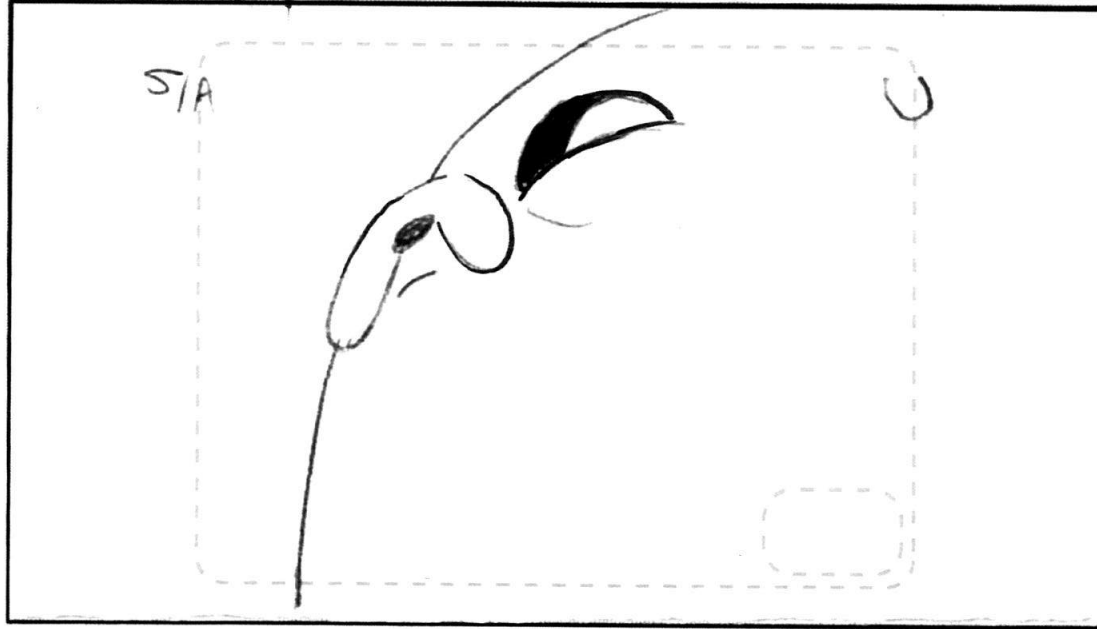


Page 51

Sc. 27 *CONT* Pnl. B

Bg.

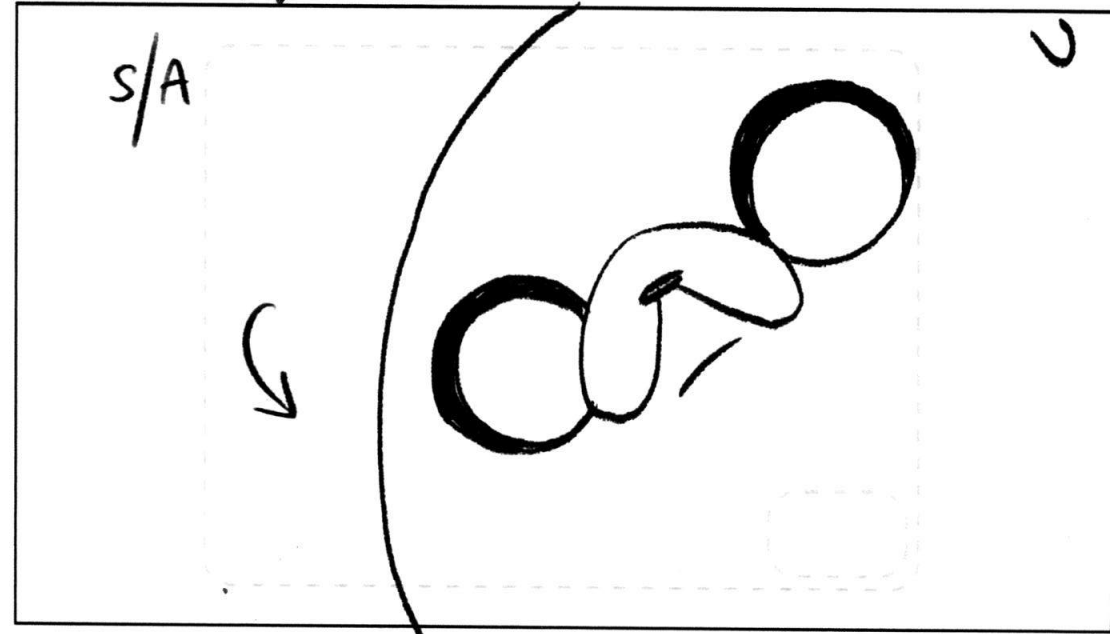
day night



Sc. 27 *CONT* Pnl. C

Bg.

day night



Dialog:

J . MM ?

Action:

- J. OPENS HIS EYE.

- J TURNS

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page 52

Sc. Pnl. Bg. day night

Sc. 27 CONT Pnl. D Bg. day night

Dialog:

J: WHOA SHELBY!

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

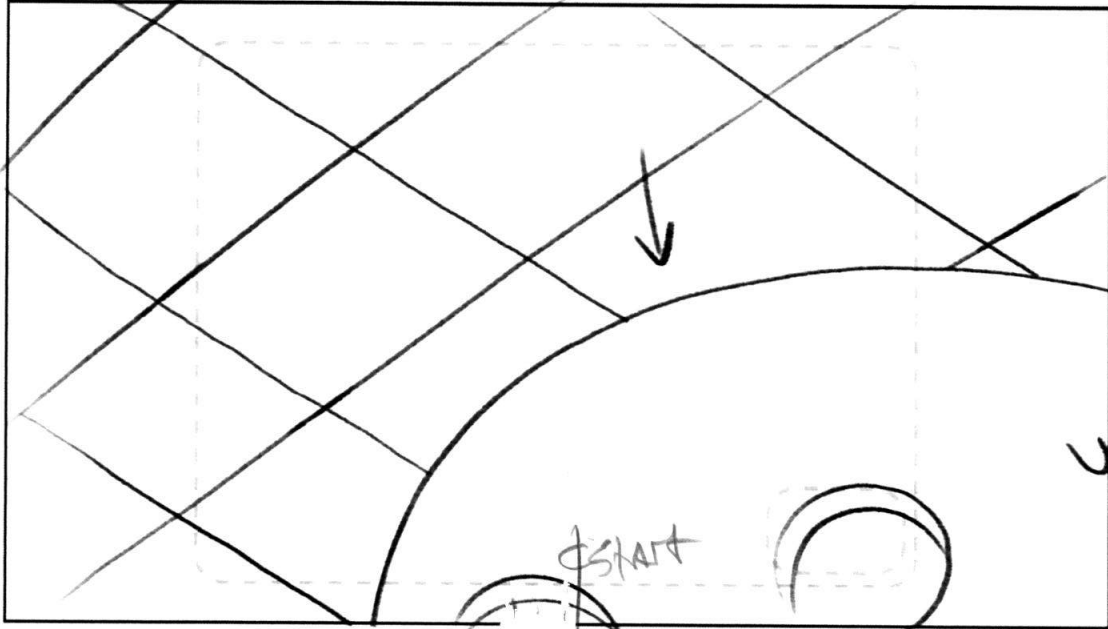
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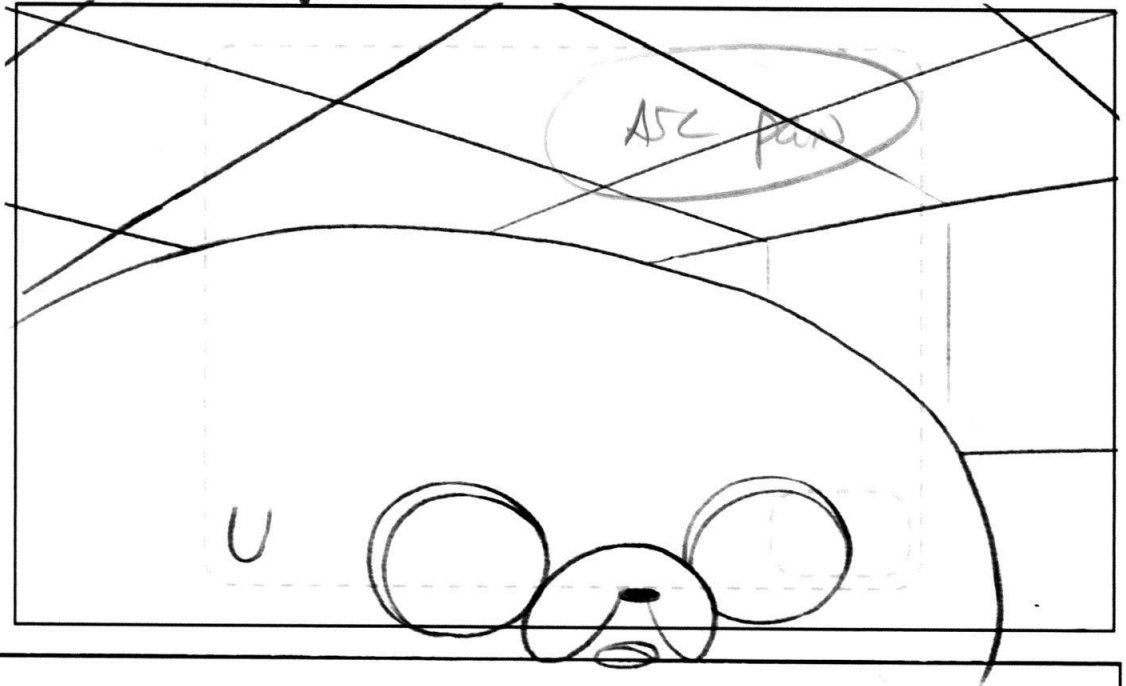


Page **53**

Sc. **27 CONT** Pnl. **E** Bg. day night



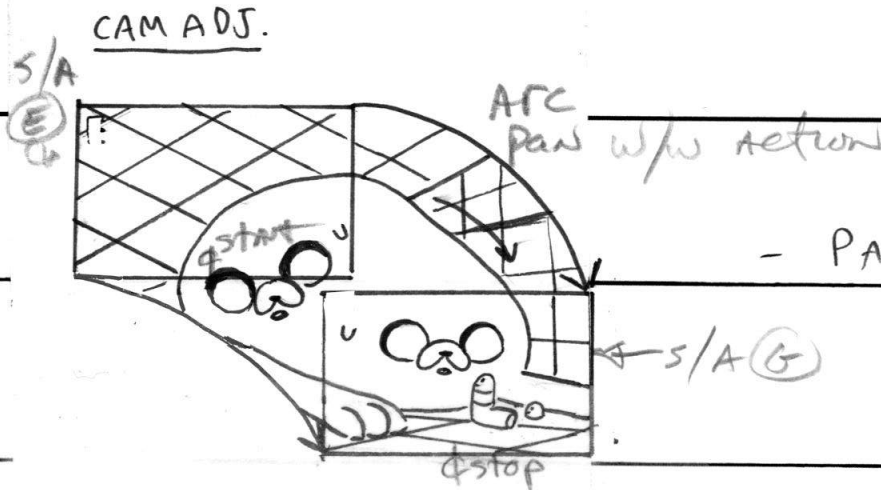
Sc. **27 CONT** Pnl. **F** Bg. day night



Dialog:

Action:

Timing:



- PAN W/ ACTION FEB 10 2014

EPISODE # **1025-172**

Production :

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1025/172

ADVENTURE TIME

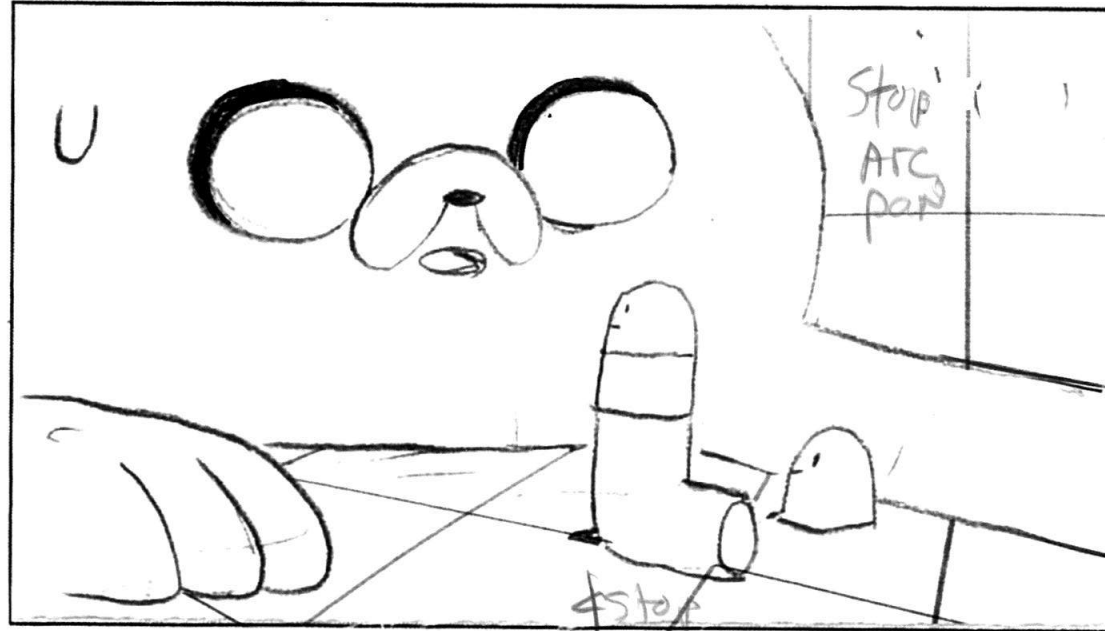


Page **54**

Sc. **27 CONT** Pnl. **G**

Bg.

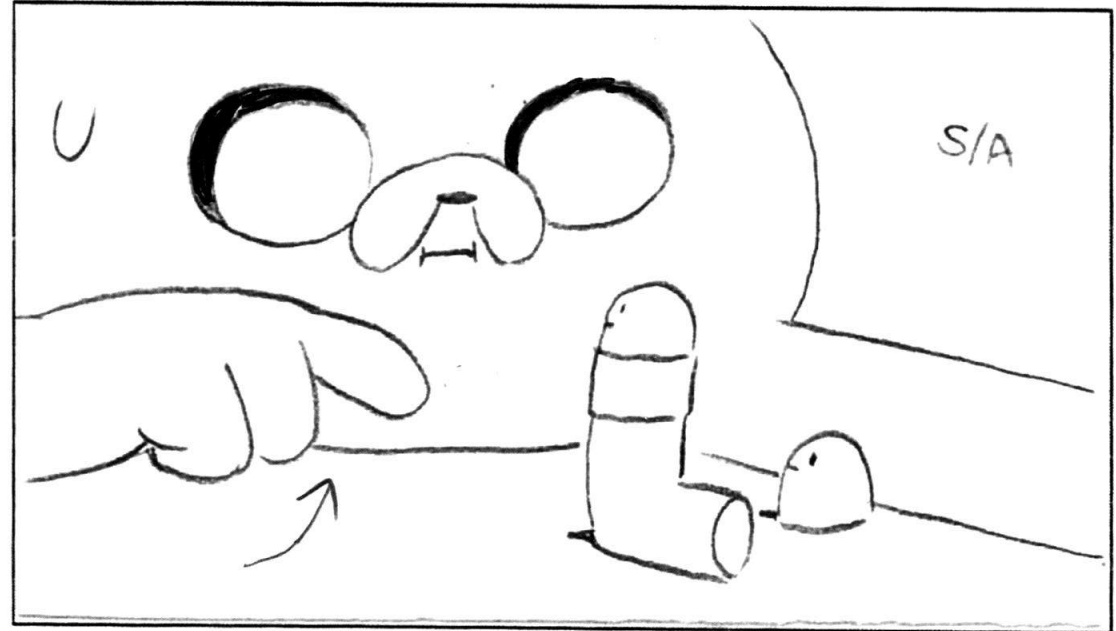
day night



Sc. **27 CONT** Pnl. **H**

Bg.

day night



Dialog:

J: WHAT'S GOING ON
THERE ...

Action:

- J. LEANS DOWN.

- ADJ. W / ACTION

J:

- J. LIFTS HAND.

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME

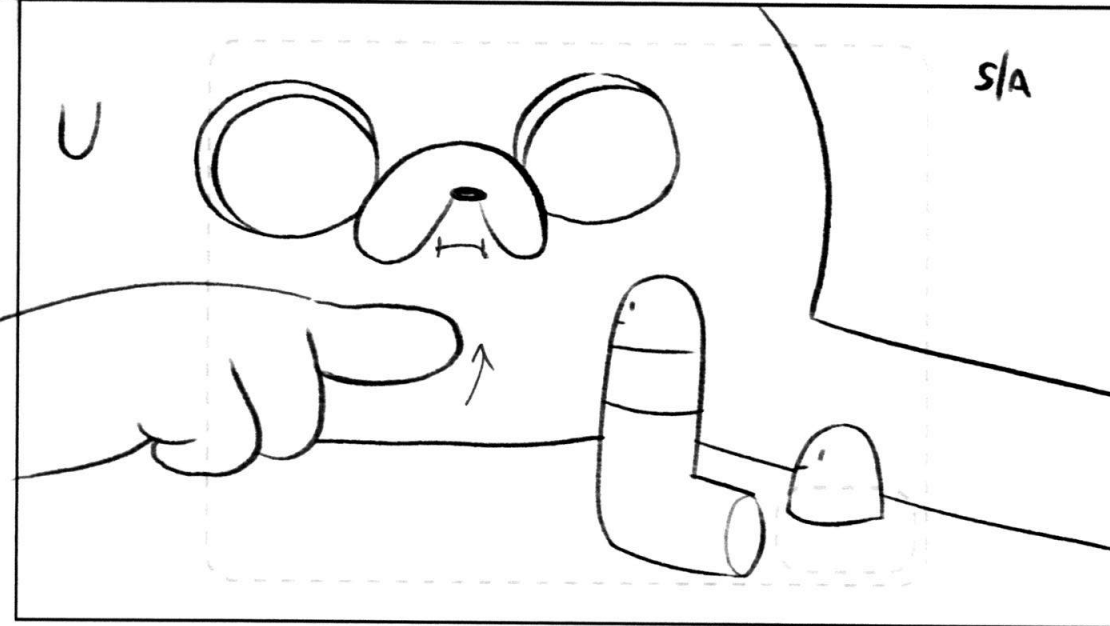


Page **55**

Sc. **27 CONT** Pnl. **I**

Bg.

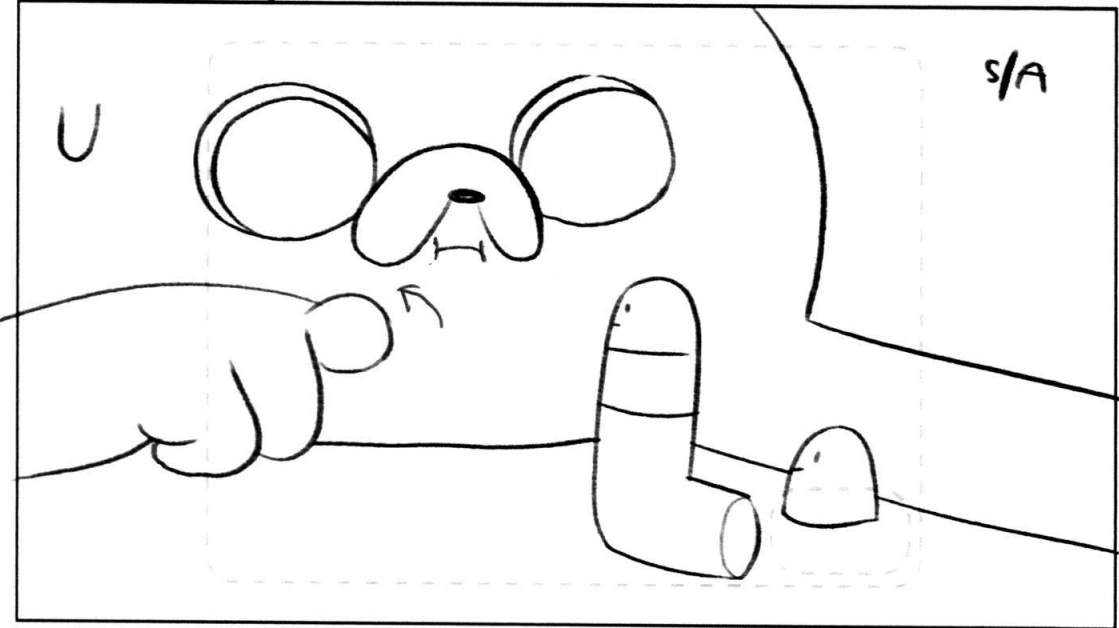
day night



Sc. **27 CONT** Pnl. **J**

Bg.

day night



Dialog:

Action:

- J. MAKES CIRCULAR MOTION W/ INDEX FINGER.

Timing:

FEB 10 2014

Production :

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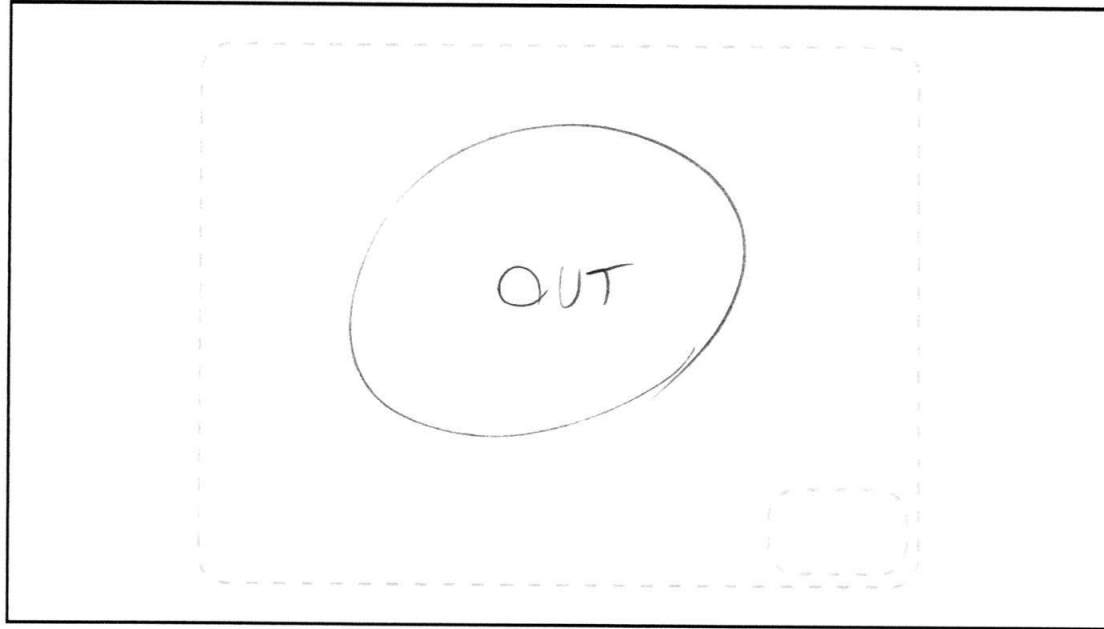
1025/172

ADVENTURE TIME

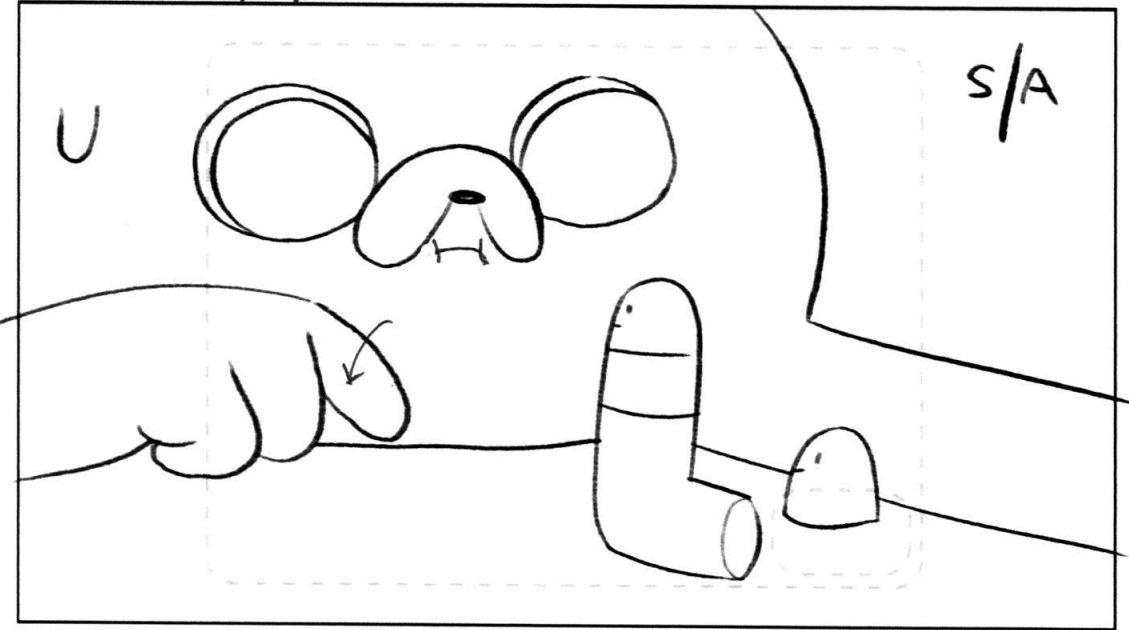


Page **56**

Sc. Pnl. Bg. day night



Sc. **27 CONT** Pnl. **K** Bg. day night



Dialog:
Action:
Timing:

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ADVENTURE TIME



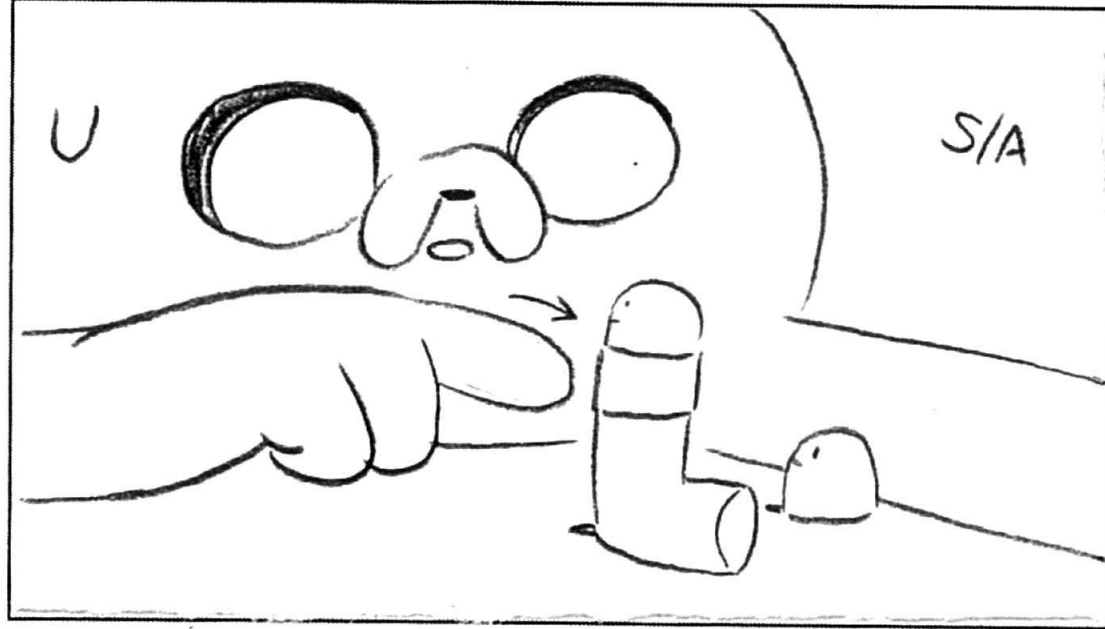
HW
Curt

Page **57**
day night

Sc. **27 CONT** Pnl. **L**

Bg.

day night

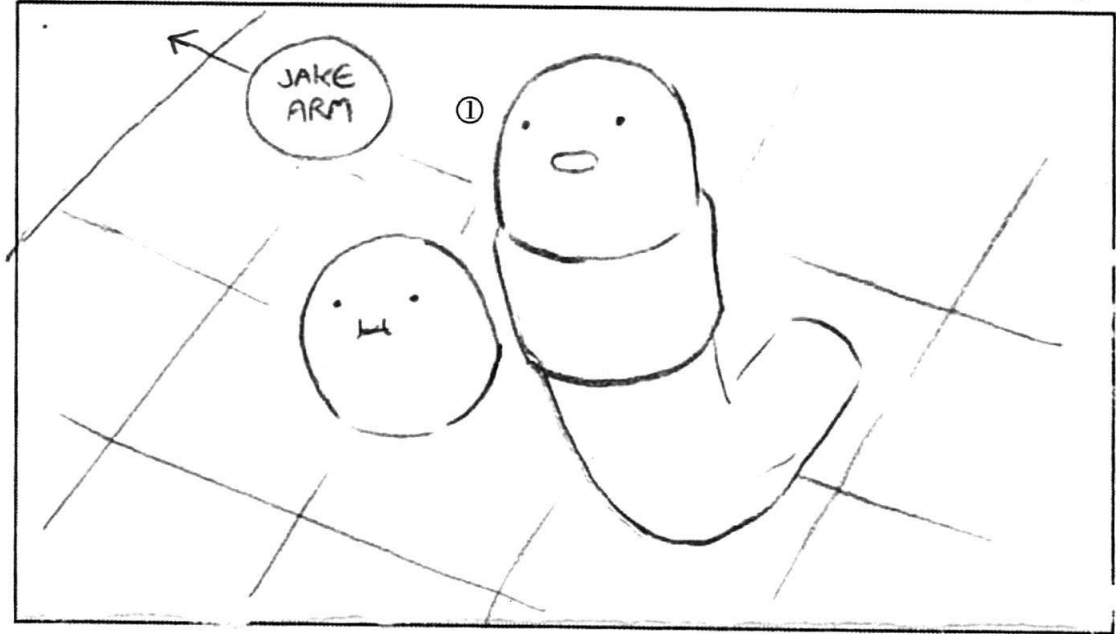


Sc. **28**

Pnl. **A**

Bg.

day night



Dialog:

J: WITH YOUR
BUTT.

S: (QUICK) 'SFINE, I WAS
GOOFING OFF... GOT HURT-

Action:

-J. POINTS

Timing:



FEB 10 2014

EPISODE # 1025-172

Production :

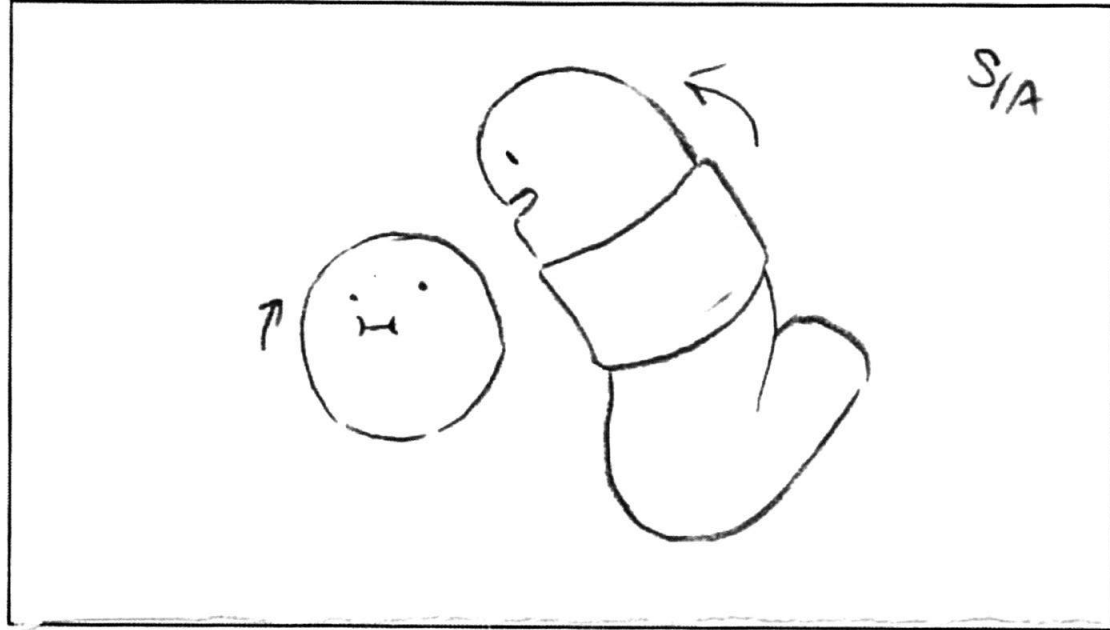
1025/172

ADVENTURE TIME

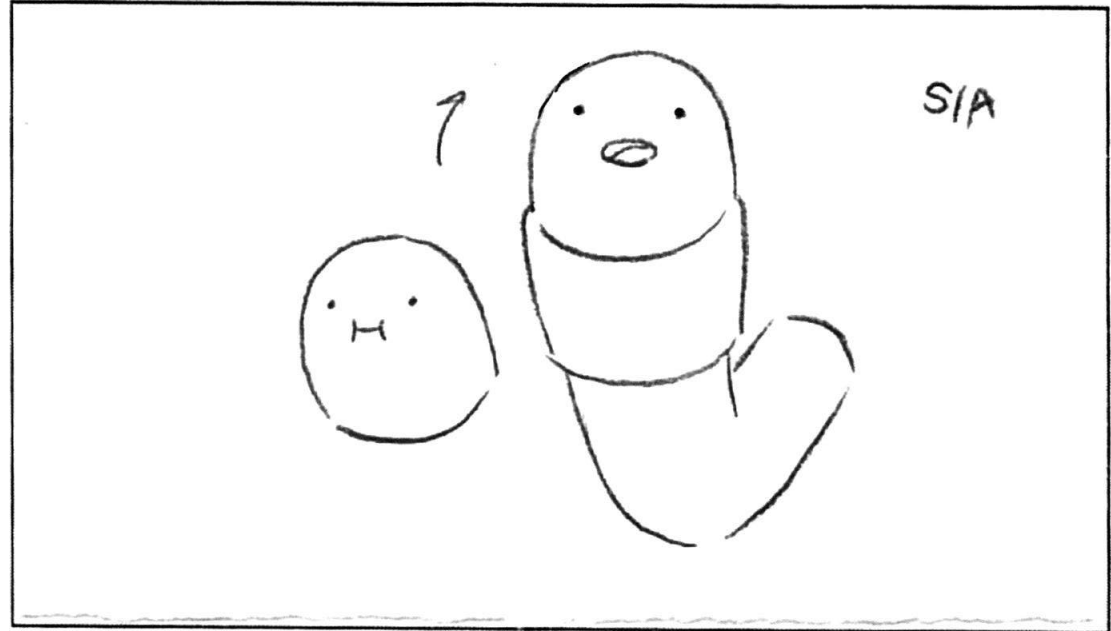


Page **58**

Sc. **28 CONT** Pnl. **B** Bg. day night



Sc. **28 CONT** Pnl. **C** Bg. day night



Dialog:

S: NOW I GOT A
LITTLE BROTHER ...

Action:

S: I NAMED
HIM KENT.

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

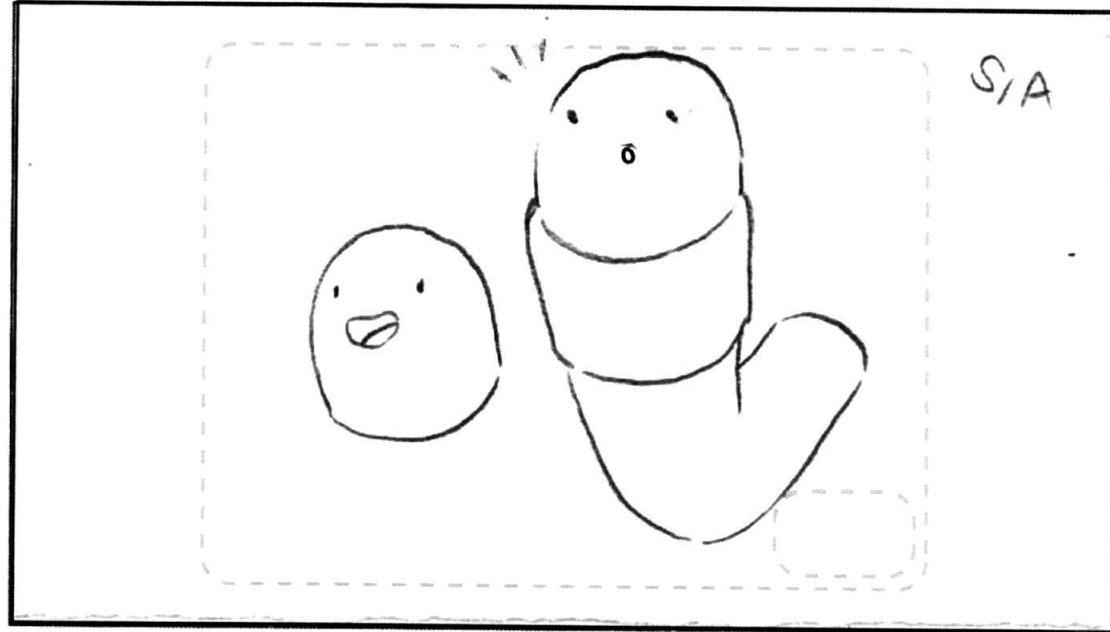
ADVENTURE TIME



Sc. 28 CONT Pnl. D

Bg.

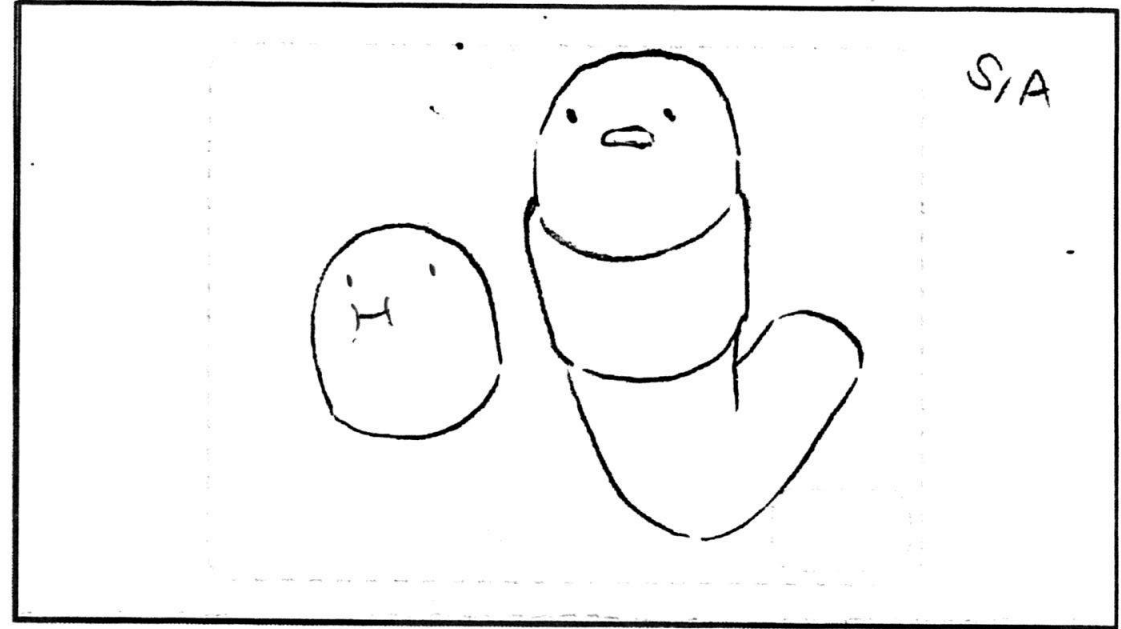
day night



Sc. 28 CONT Pnl. E

Bg.

day night



Dialog:

K: I AM KENT!

S: WHOA. A TALKING BROTHER.

Action:

Timing:

FEB 10 2014

Production :

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EPISODE # 1025-172

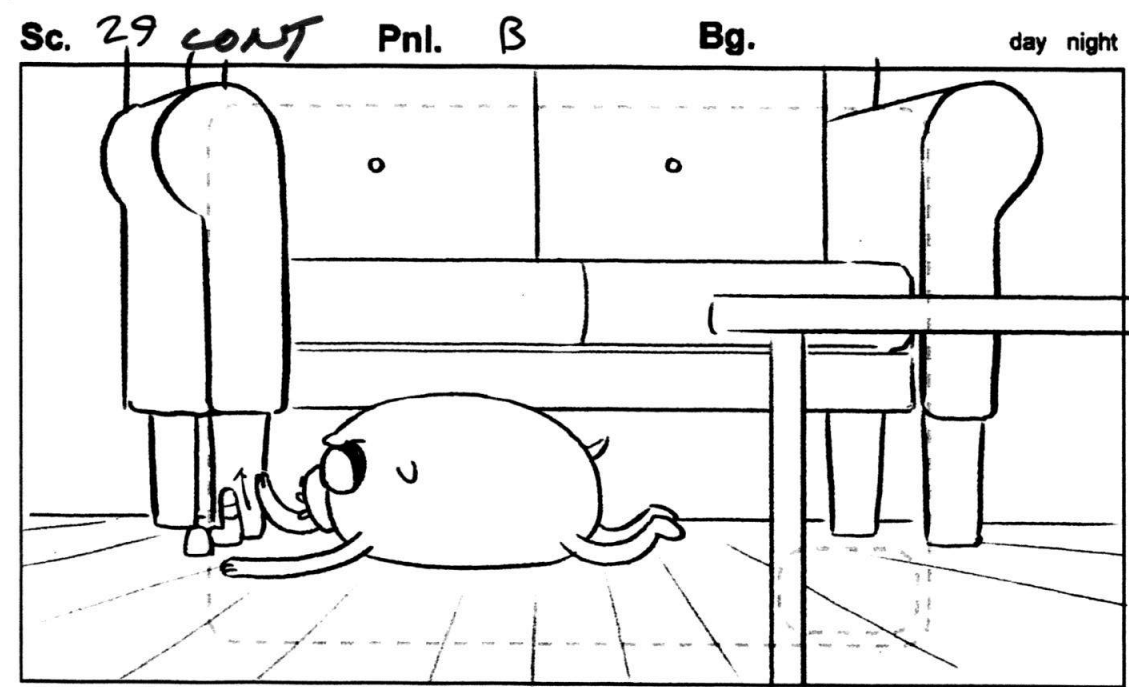
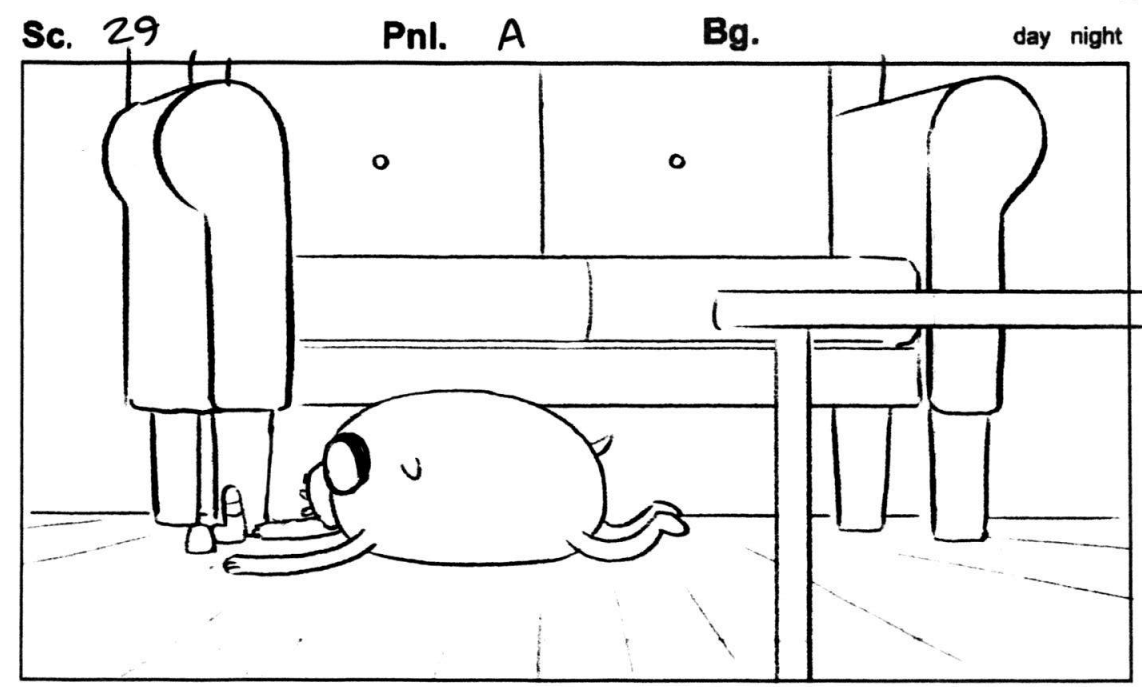
1025/172

1025/172

1025/172

HW
Cont

ADVENTURE TIME



Dialog:	
<u>J</u> : WAIT --	<u>J</u> : YOU CAN CHOP UP A WOIM AND GET <u>TWO</u> ?
Action:	
FEB 10 2014	
Timing:	

EPISODE # 1025-172

Production :

ADVENTURE TIME



*Hu
cut*

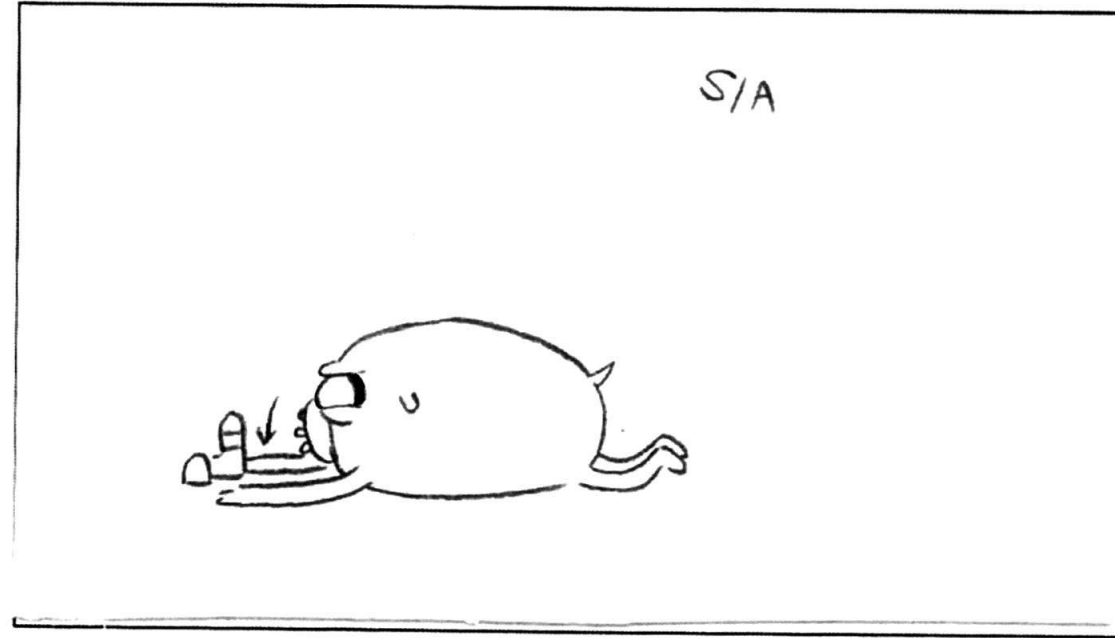
Page 61

Sc. 29 *cont*

Pnl. C

Bg.

day night

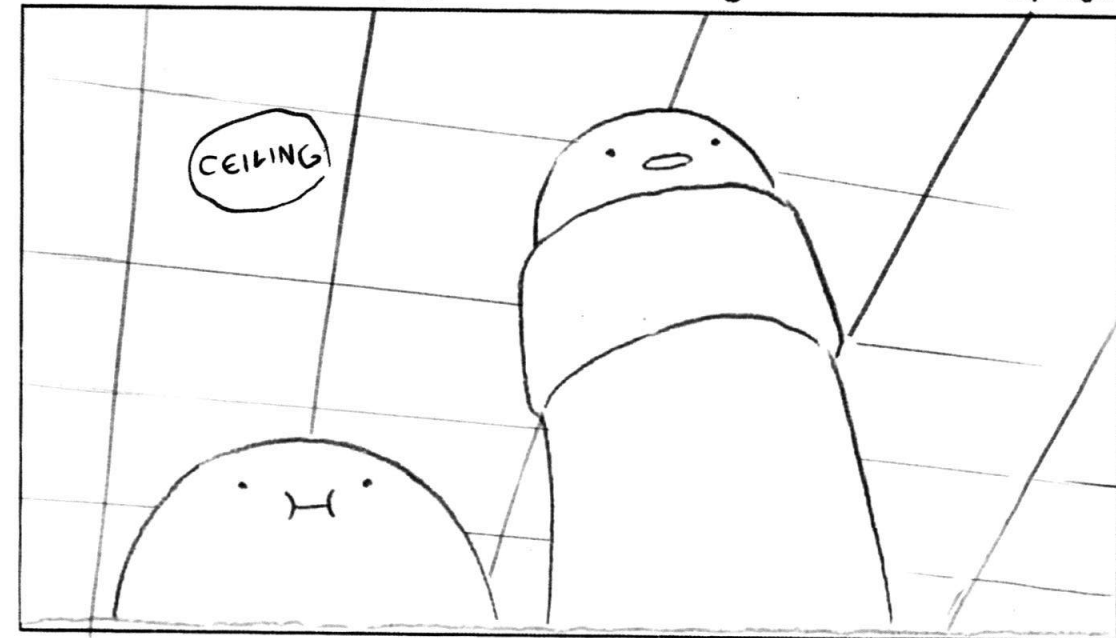


Sc. 30

Pnl. A

Bg.

day night



Dialog:

J: I THOUGHT THAT
WAS A MYTH.

S: MYTH IS A
POWERFUL FORCE
IN MY LIFE, DUDE

Action:

Timing:

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1025/172

Production :

1025/172

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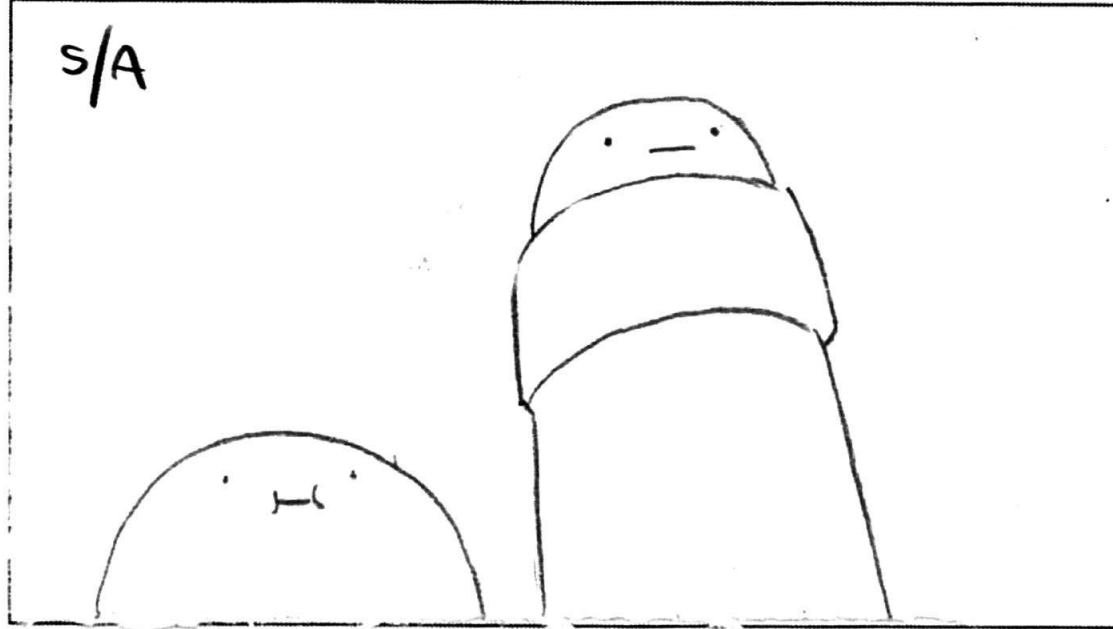
1025/172

ADVENTURE TIME

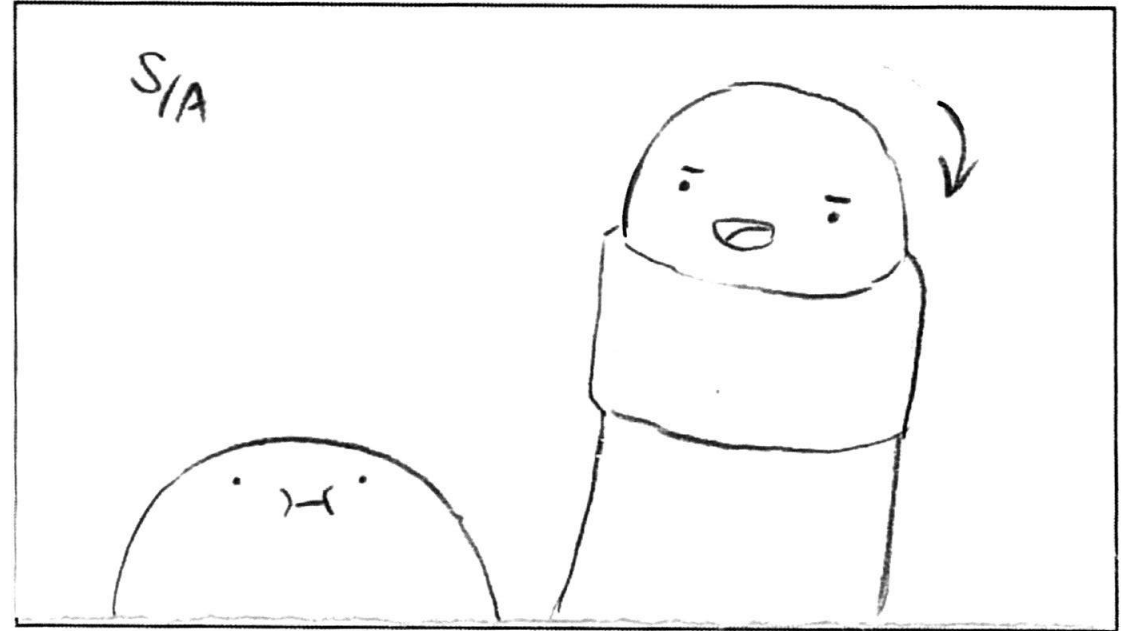


Page 62

Sc. 30 *CONT* Pnl. B Bg. day night



Sc. 30 *CONT* Pnl. C Bg. day night



Dialog:

S: SO- THING IS...

Action:

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Timing:

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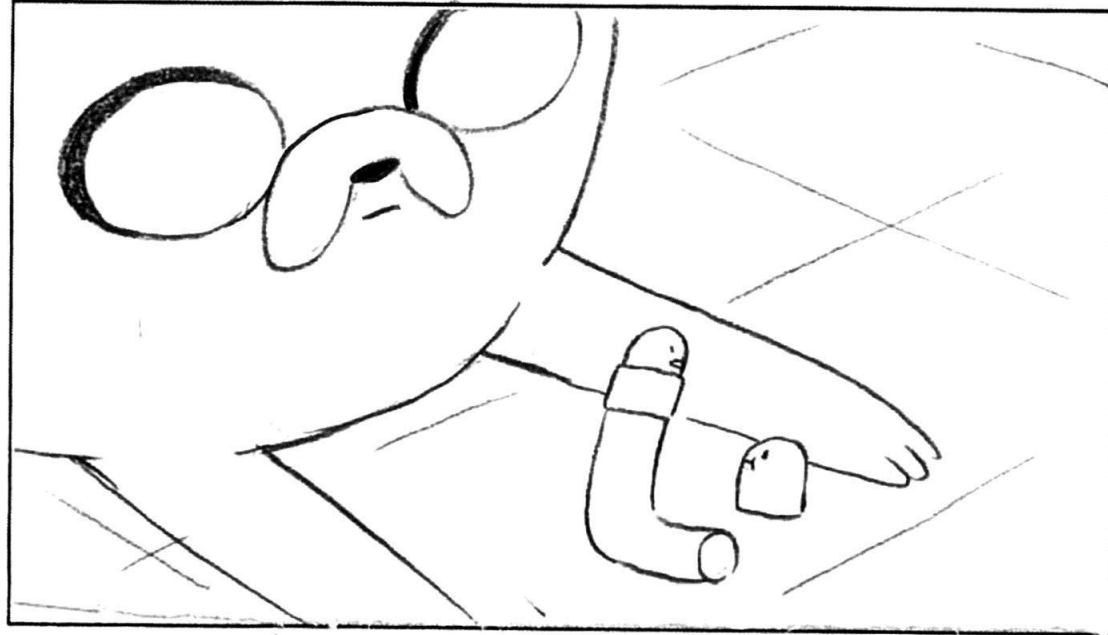
Page 63

Sc. 31

Pnl. A

Bg.

day night

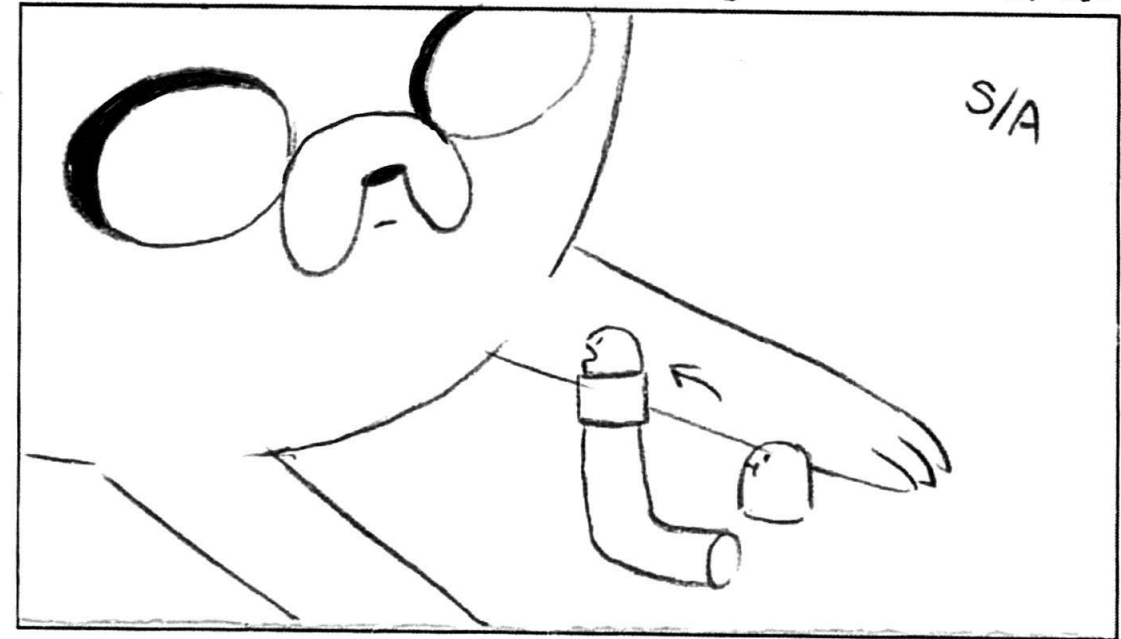


Sc. 31 *cont*

Pnl. B

Bg.

day night



Dialog:

S: I DON'T KNOW
BEANS ABOUT
BEING A BIG BROTHER...

Action:

S: CAN YOU GIVE ME SOME TIPS.

Timing:



EPISODE # 1025-172

Production :

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1025/172

ADVENTURE TIME

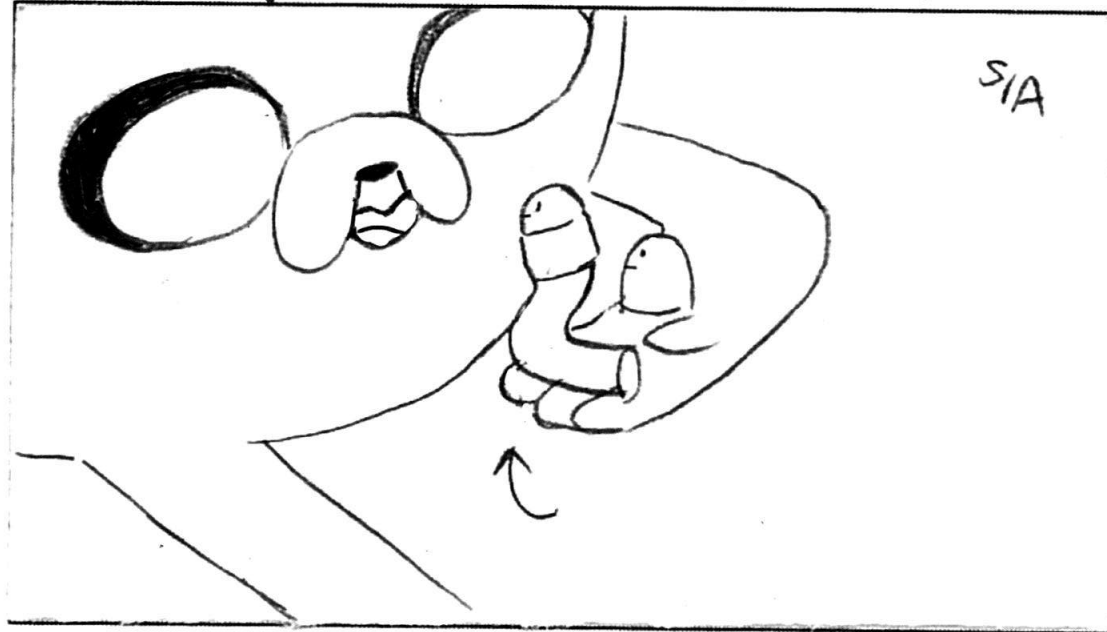


Sc. 31 *CONT*

Pnl. C

Bg.

day night

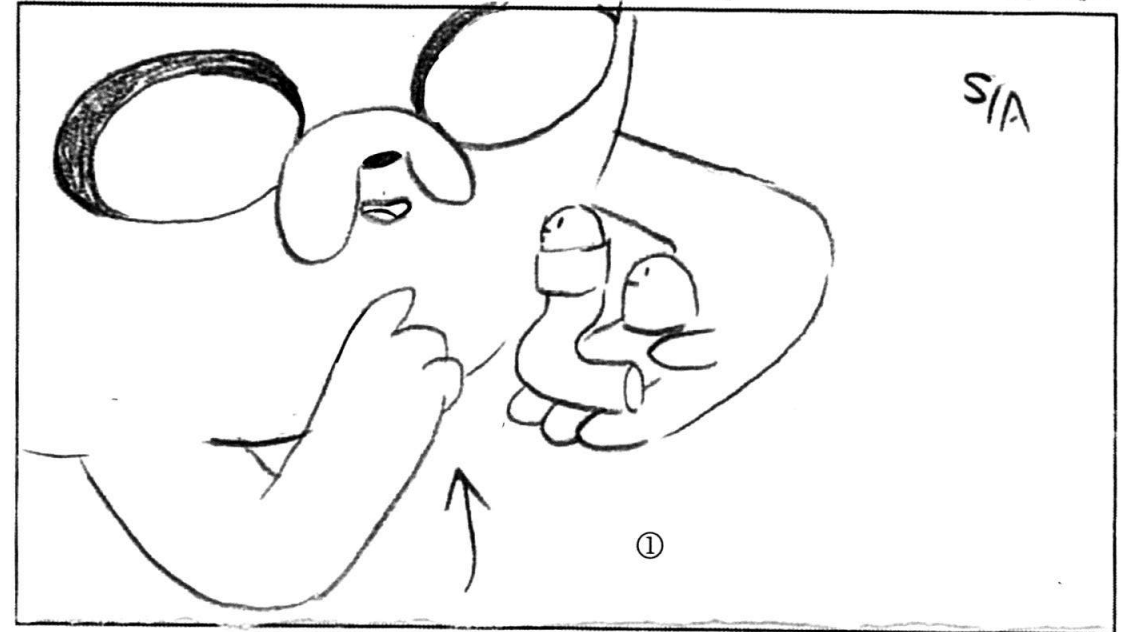


Sc. 31 *CONT*

Pnl. D

Bg.

day night



Dialog:

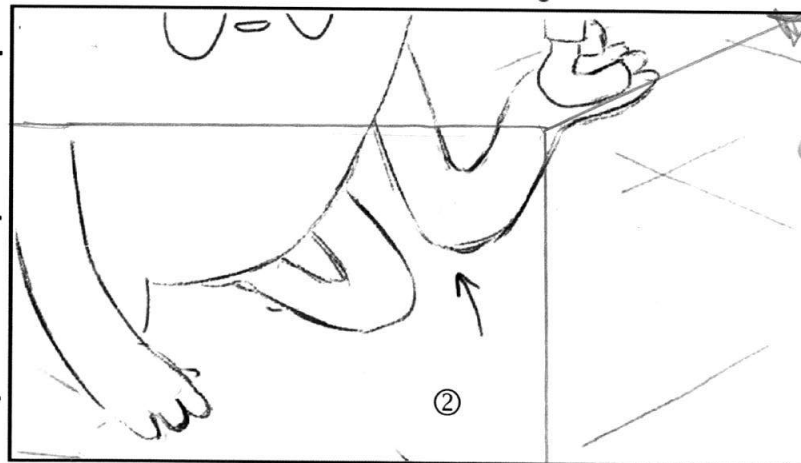
J: EH, ITS EASY...

Action:

-J. PICKS UP S + K

Timing:

J: YOU JUST GIVE
'EM SOMETHING SHARP...



(DI)

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*Hu
Cut*

1025/172

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HW
Curt

ADVENTURE TIME



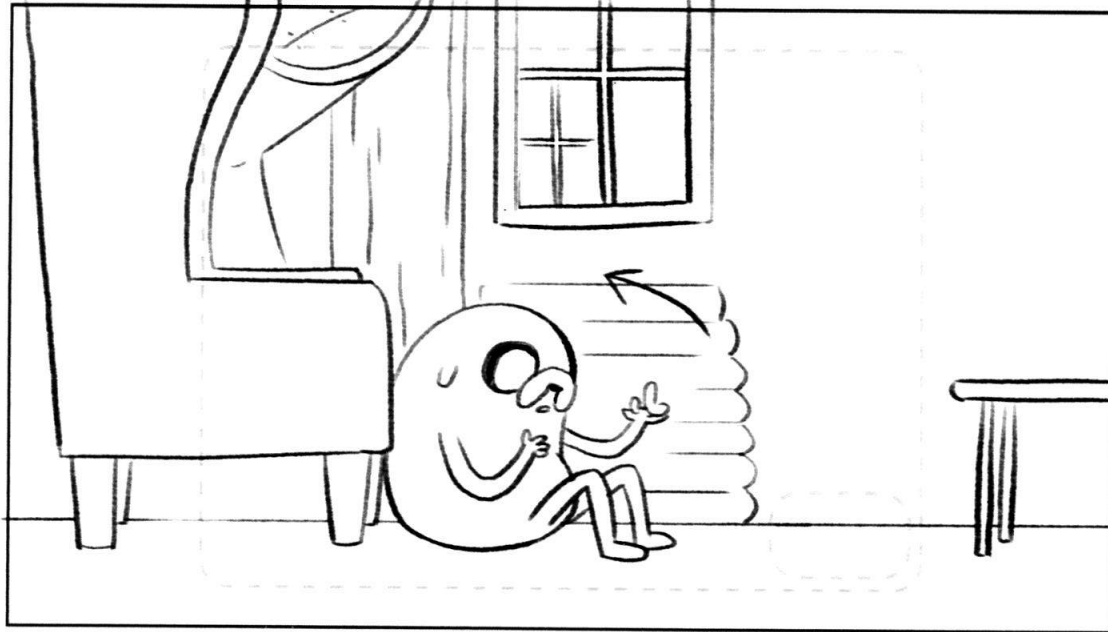
Page 65

Sc. 32

Pnl. A

Bg.

day night

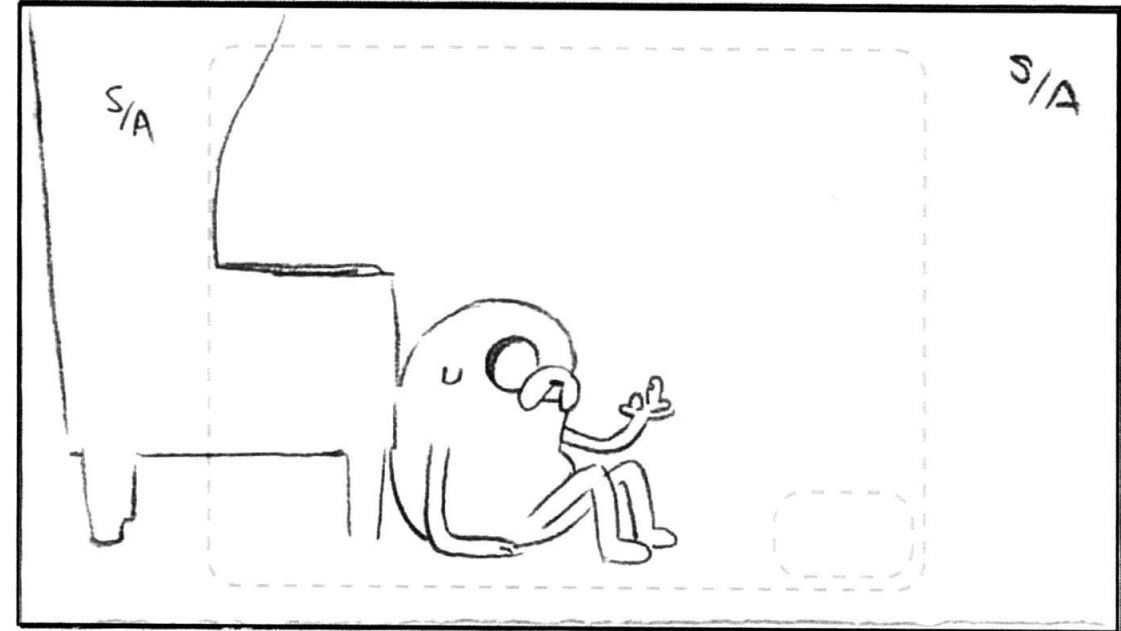


Sc. 32 *cont*

Pnl. B

Bg.

day night



Dialog:

J: AND GET 'EM
TO FIGHT BAD GUYS...

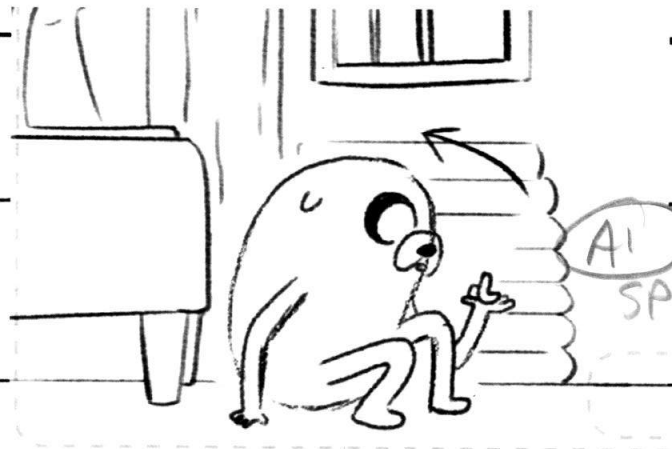
Action:

- J. SIT'S BACK
AGAINST COUCH

Timing:

S: THAT'S IT?

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1025/172

Production :

1025/172

ADVENTURE TIME

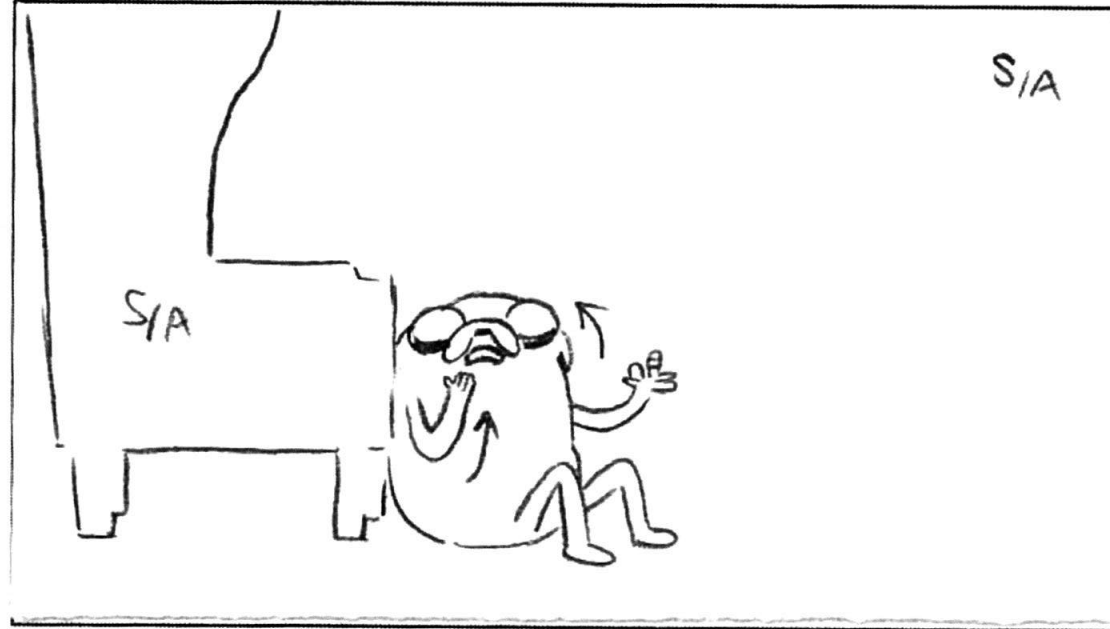


Page 66

Sc. 32 *CONT* Pnl. C

Bg.

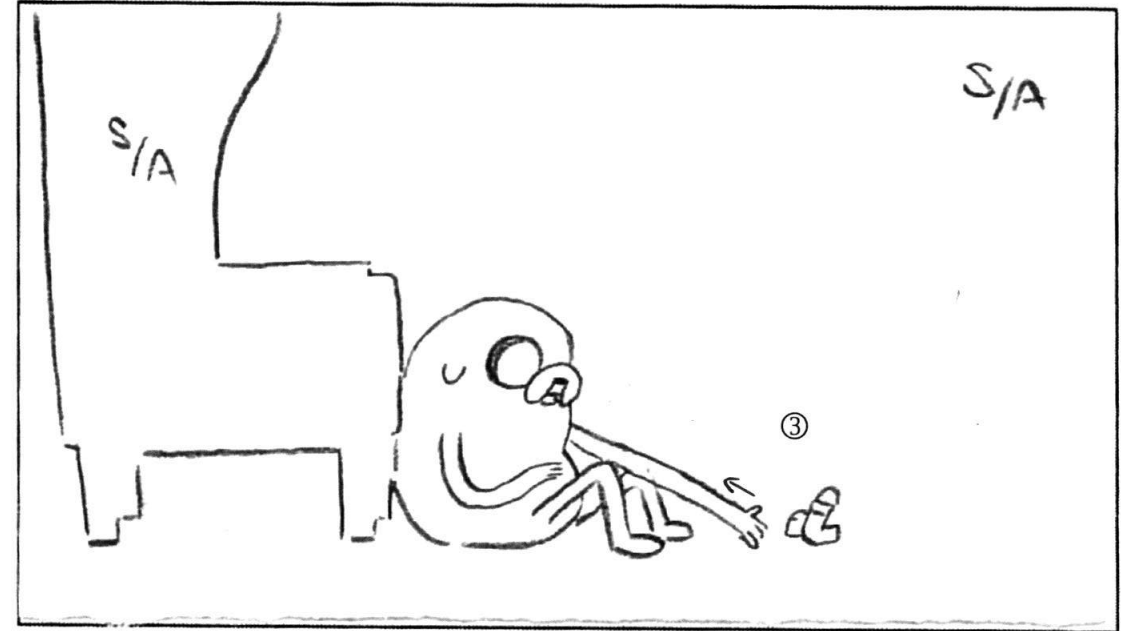
day night



Sc. 32 *CONT* Pnl. D

Bg.

day night



Dialog:

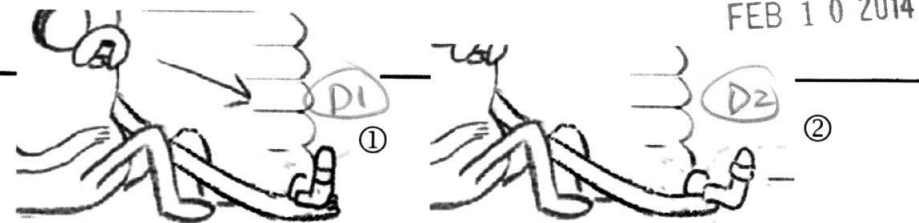
J. YOU MIGHT HAVE
TO STRETCH ALL BIG IF
THEY GET IN REAL TROUBLE-

Action:

J. BUT YEAH...

- J. PUTS DOWN S+K.

Timing:



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1025/172

Production :

1025/172



ADVENTURE TIME

Page 67

Sc. 33

Pnl. A

Bg.

day night

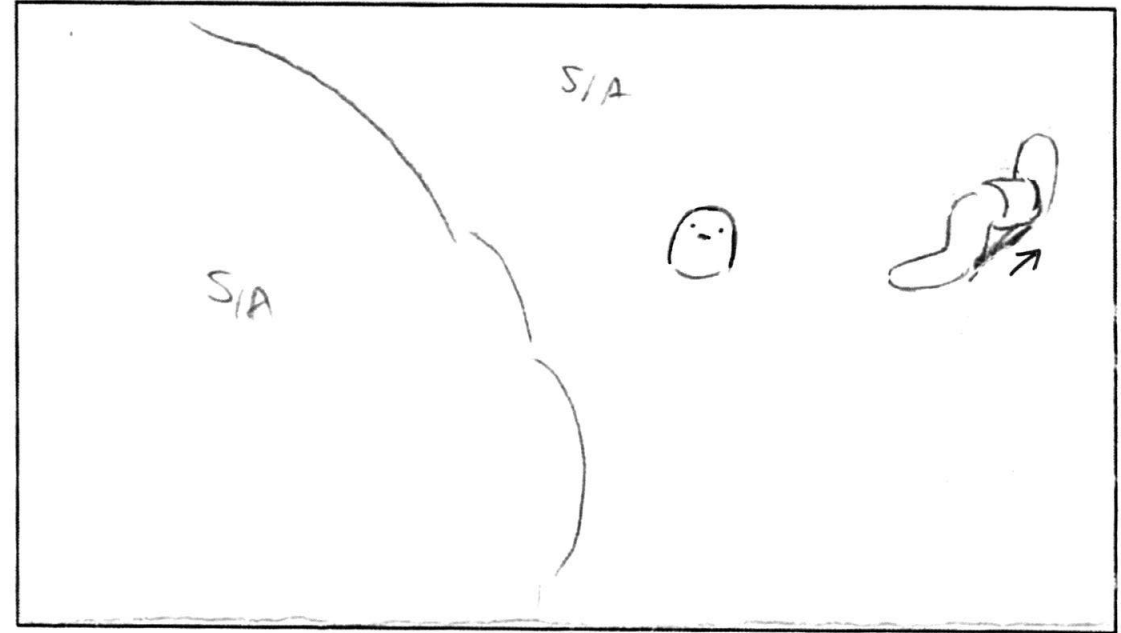


Sc. 33 CONT

Pnl. B

Bg.

day night

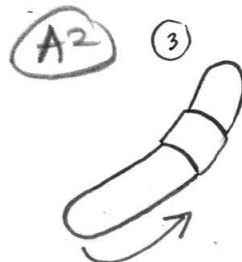


Dialog:

S: ALRIGHT SOUNDS
GOOD.

Action:

Timing:



- SHELBY WRIGGLES AWAY.

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1025/172

Production :

1025/172

ADVENTURE TIME



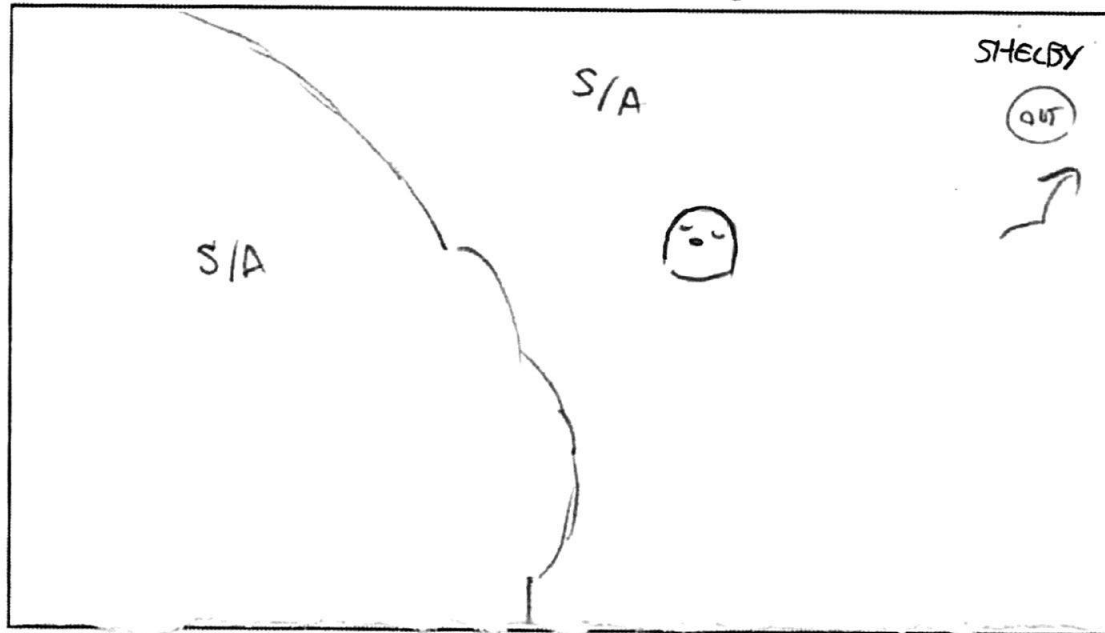
Page 68

Sc. 33 *CONT*

Pnl. C

Bg.

day night

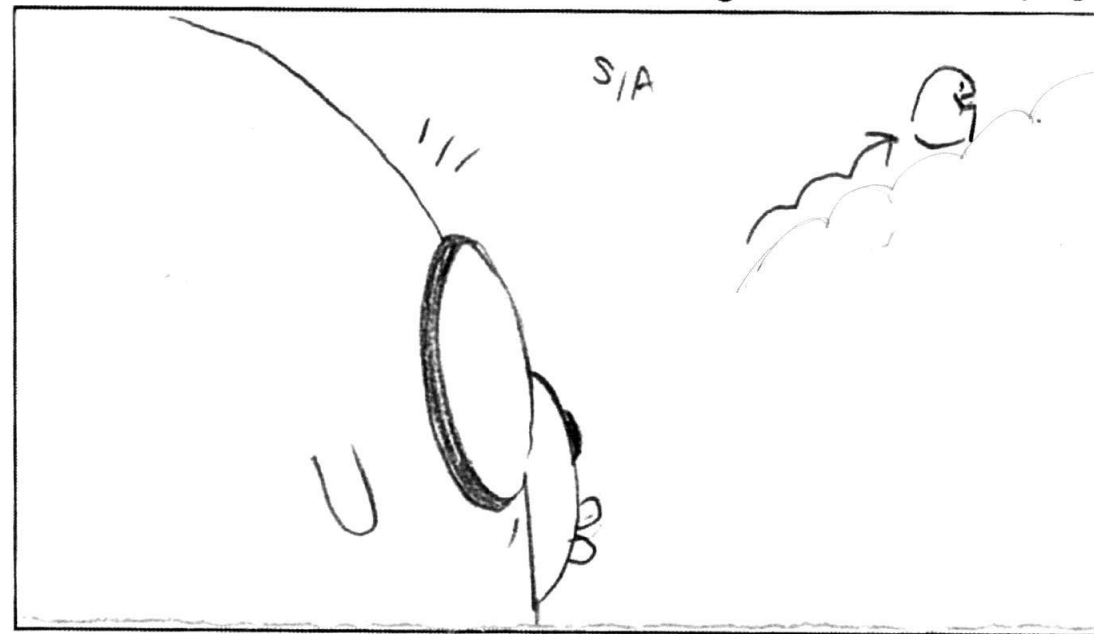


Sc. 33 *CONT*

Pnl. D

Bg.

day night



Dialog:

K: SOME DAY, YOU'LL
BE KENT'S FOOD

K: HA-HA!

Action:

- KENT BOUNDS OFF/3

Timing:

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1025/172

Production :

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1025/172

ADVENTURE TIME



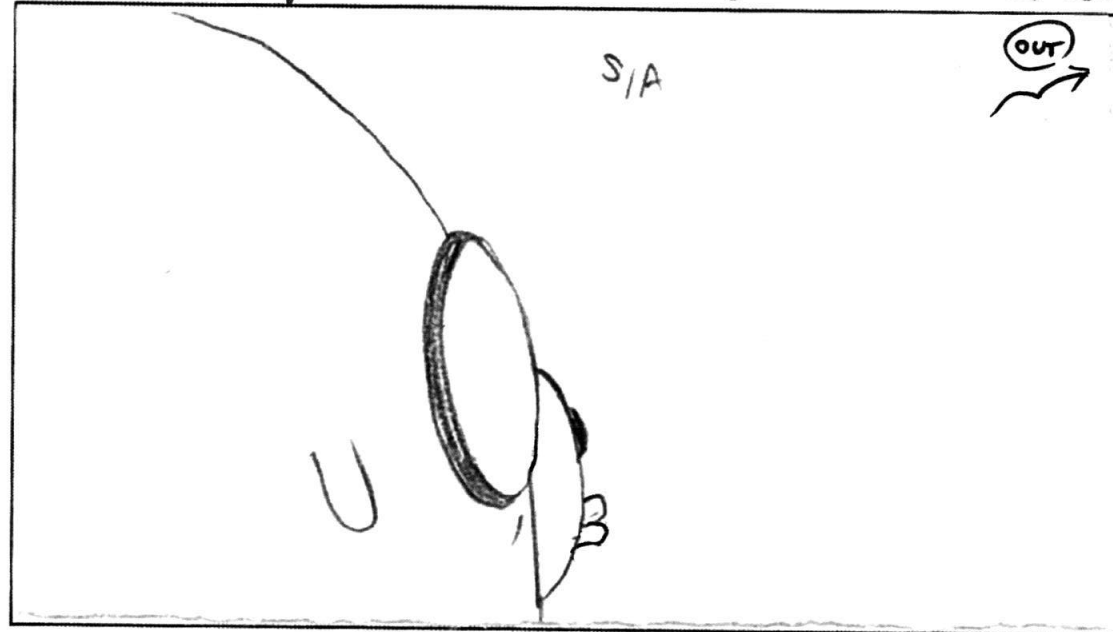
cut w/ wipe to post

Page 69

Sc. 33 CONT Pnl. E

Bg.

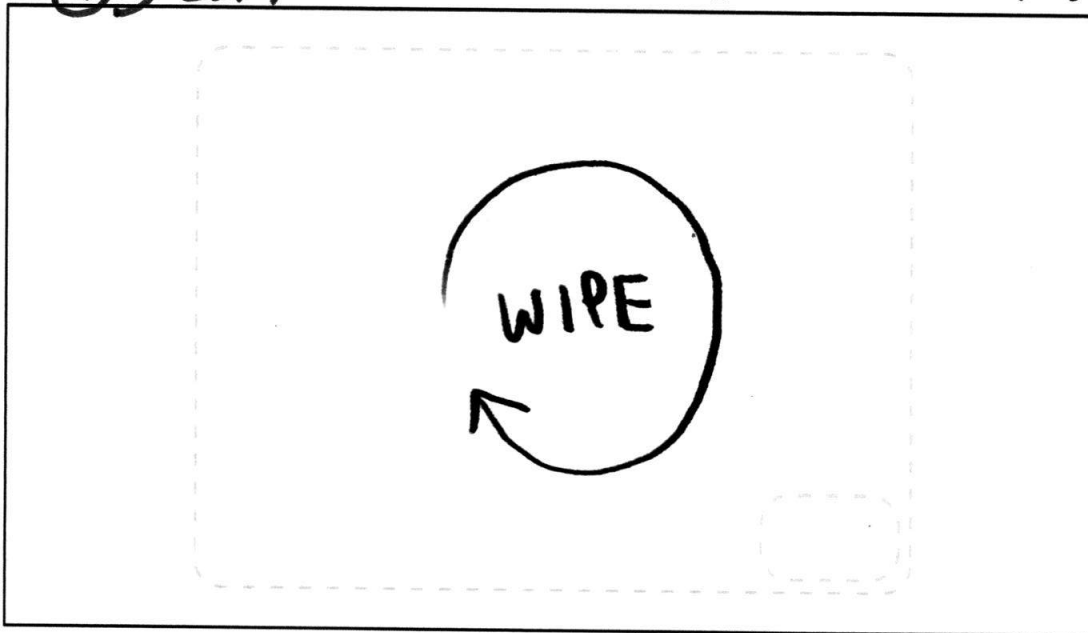
day night



Sc. 33 CONT Pnl.

Bg.

day night



Dialog:

Action:

Timing:

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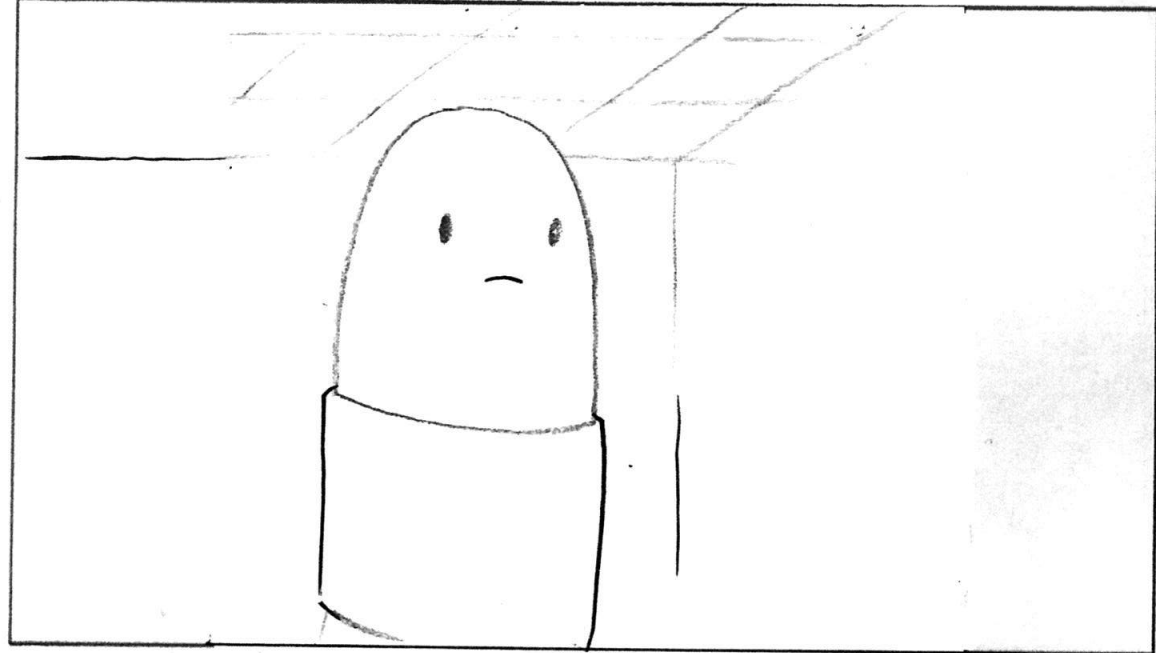
Cut w/ wip
@ post

ADVENTURE TIME

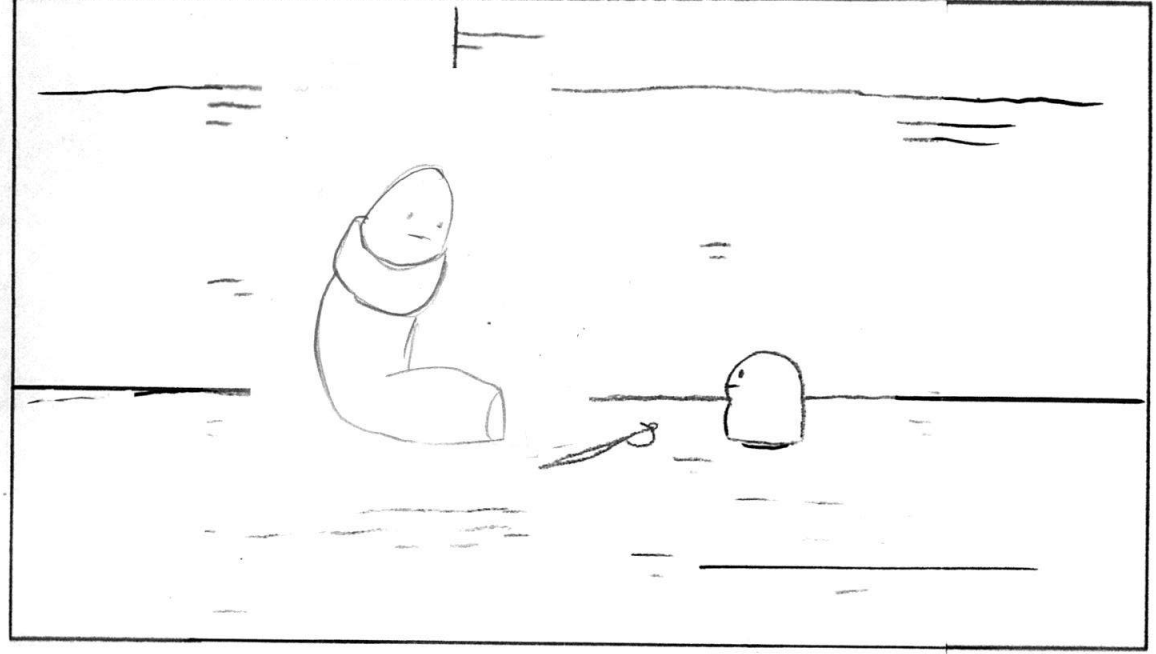


Ho Cut

Sc. 34 Pnl. A Bg. day night



Sc. 35 Pnl. A Bg. day night



Dialog:	
Action:	-SHELBY LOOKS DOWN AT SWORD
Timing:	



AD

s.p.

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ADVENTURE TIME



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Sc. 35 *cont*

Pnl. B

Bg.

day night

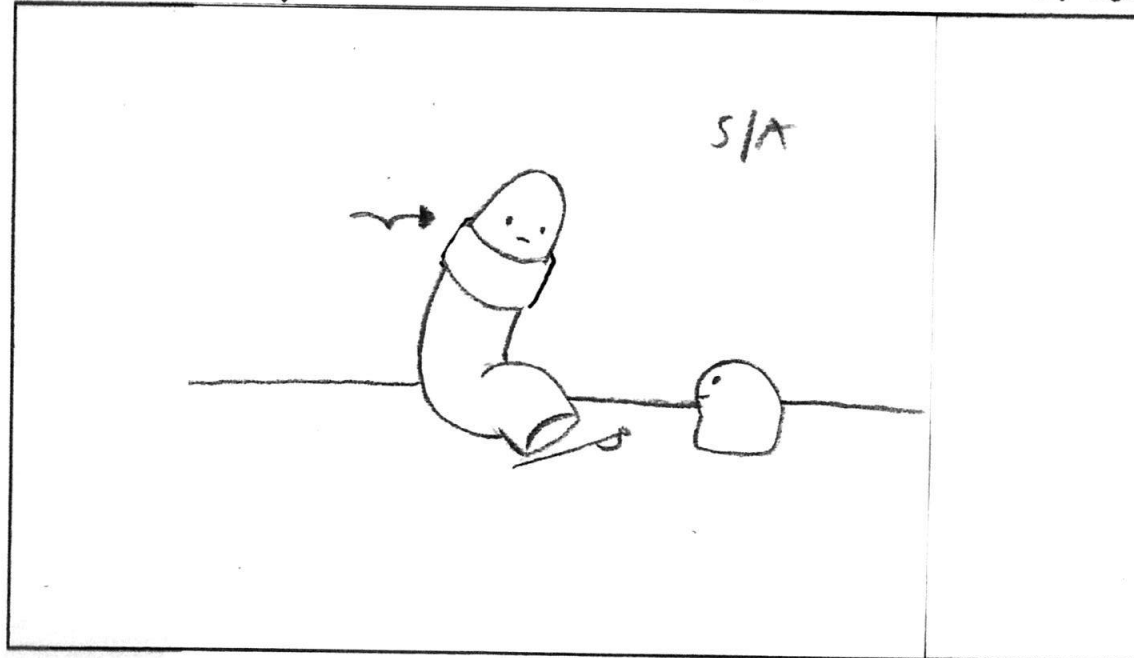
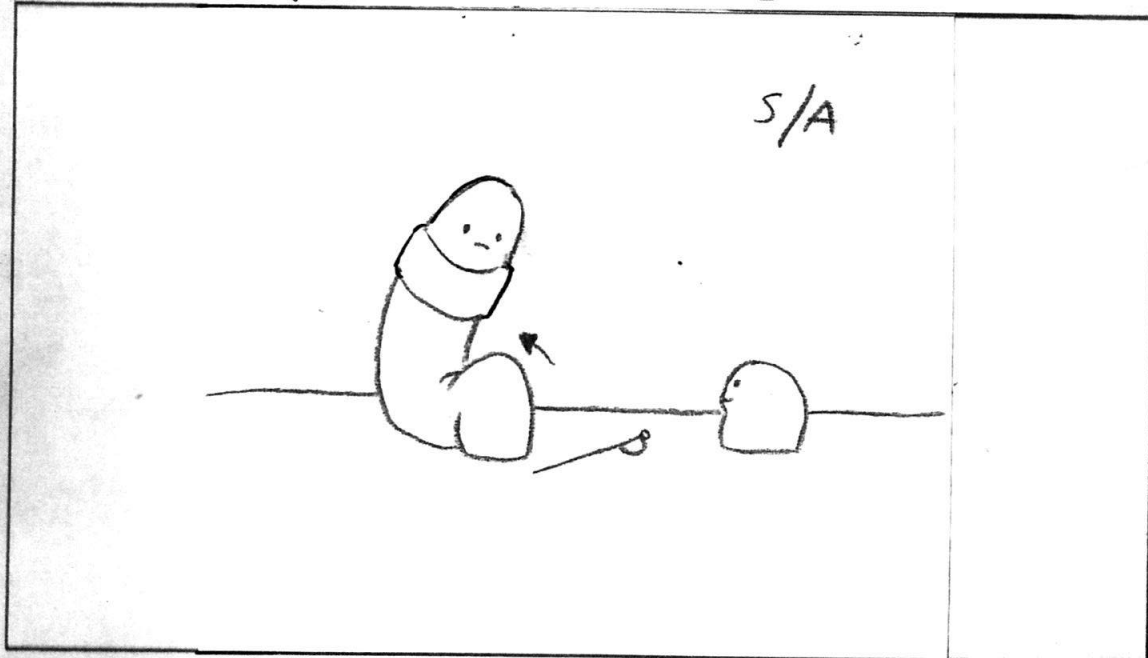
Sc. 35 *cont*

Pnl. C

Bg.

day night

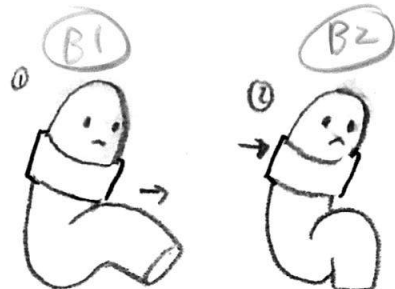
Ho cut



Dialog:

Action:

Timing:



- SHELBY SCOOTs TOWARD SWORD

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

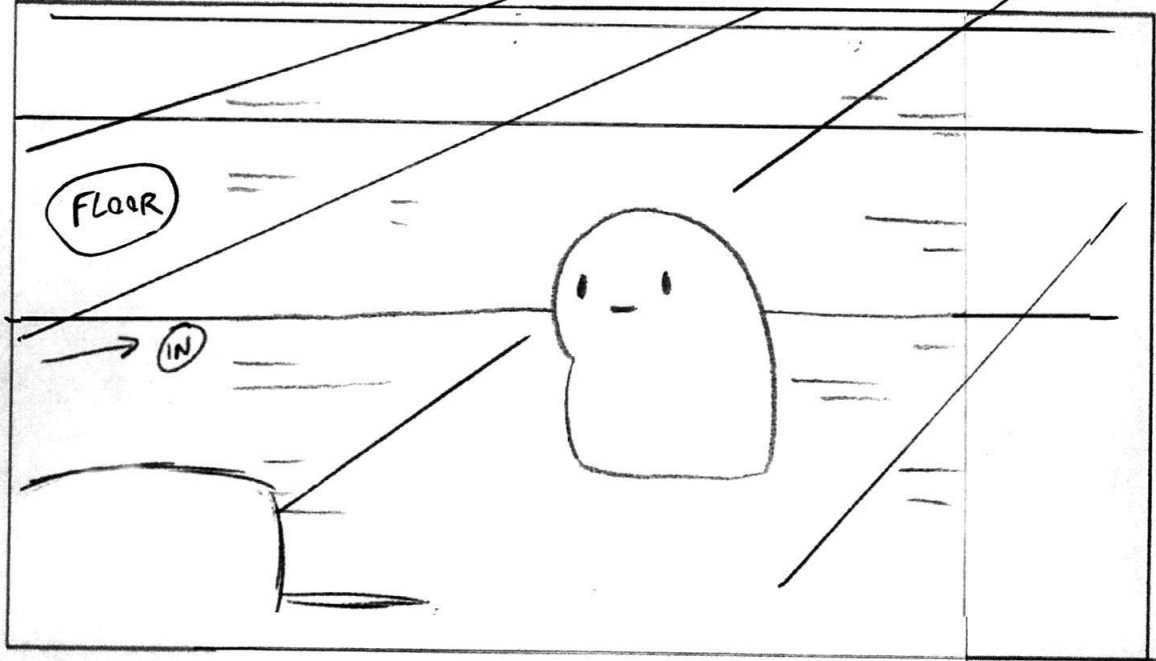


Sc. 36

Pnl. A

Bg.

day night

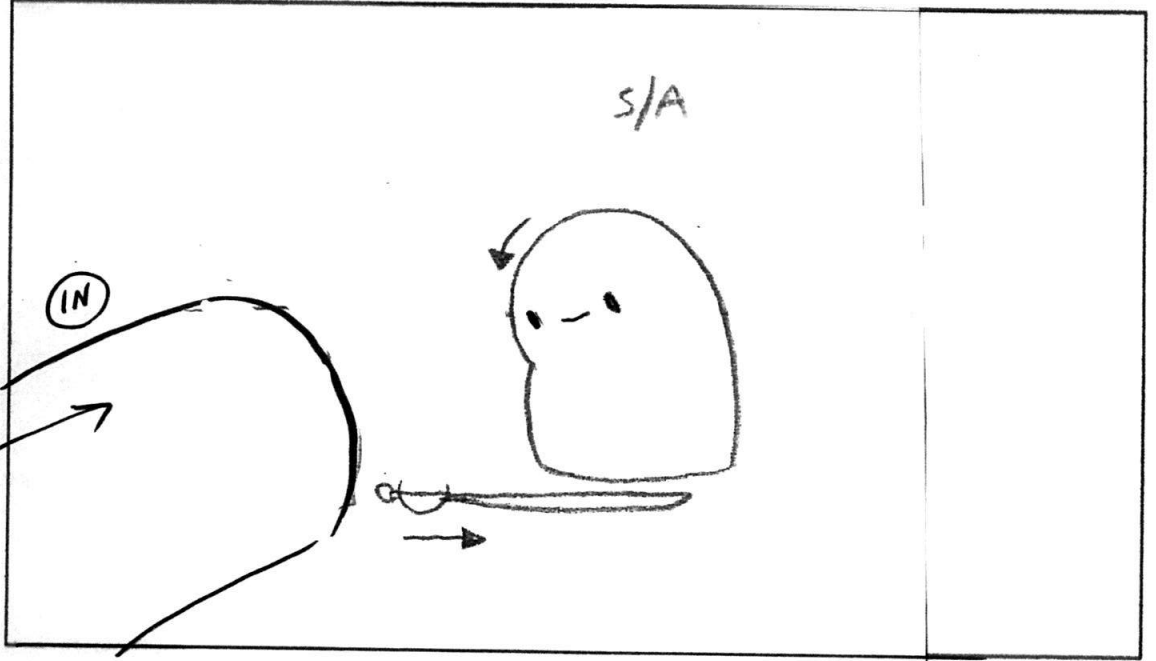


Sc. 36 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

SFX: * SCOOTCH *

- SHELBY PUSHES IN SWORD
- KENT LOOKS DOWN AT SWORD

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1025/172

Production :

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ADVENTURE TIME



Sc. 36 *CONT*

Pnl. C

Bg.

day night

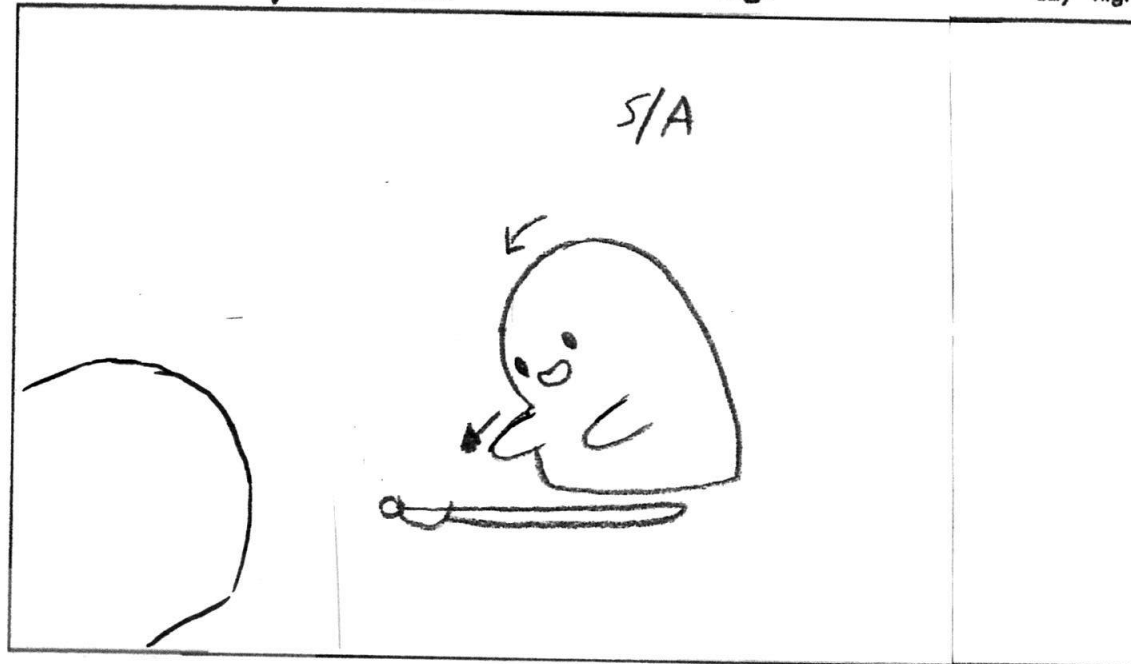
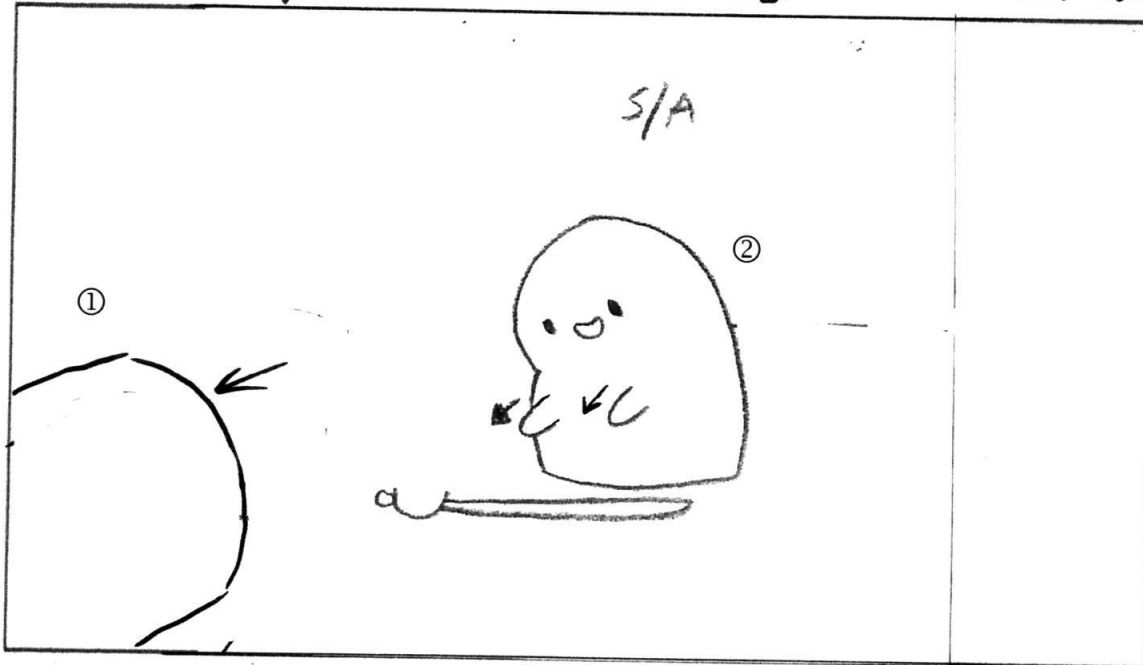
Sc. 36 *CONT*

Pnl. D

Bg.

Page 73

day night



Dialog:

K: OOH! WOW! (C1) / (C2)

SFX: * Pop - Pop *

K: HEEHEE

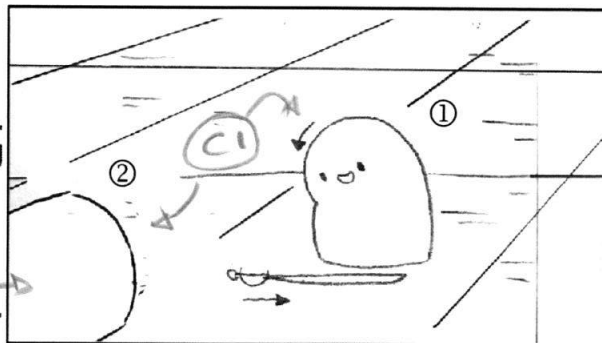
Action:

- ARMS GROW

- K. REACHES FORWARD

Timing

stop



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Production :

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ADVENTURE TIME



Sc. 37

Pnl. A

Bg.

day night

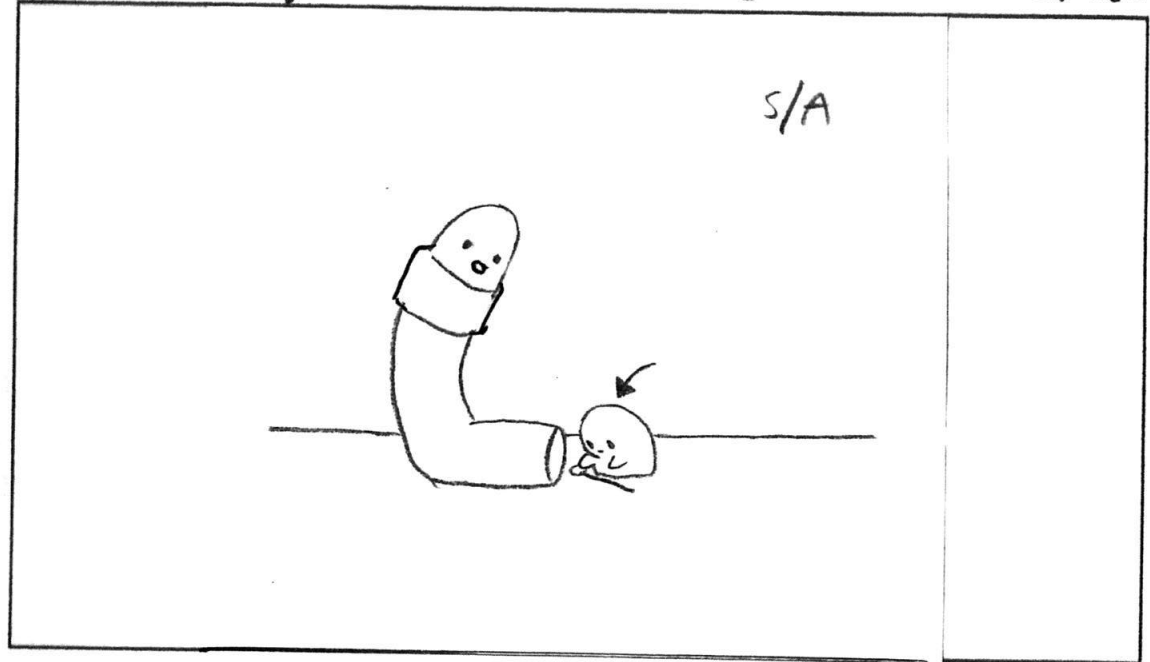
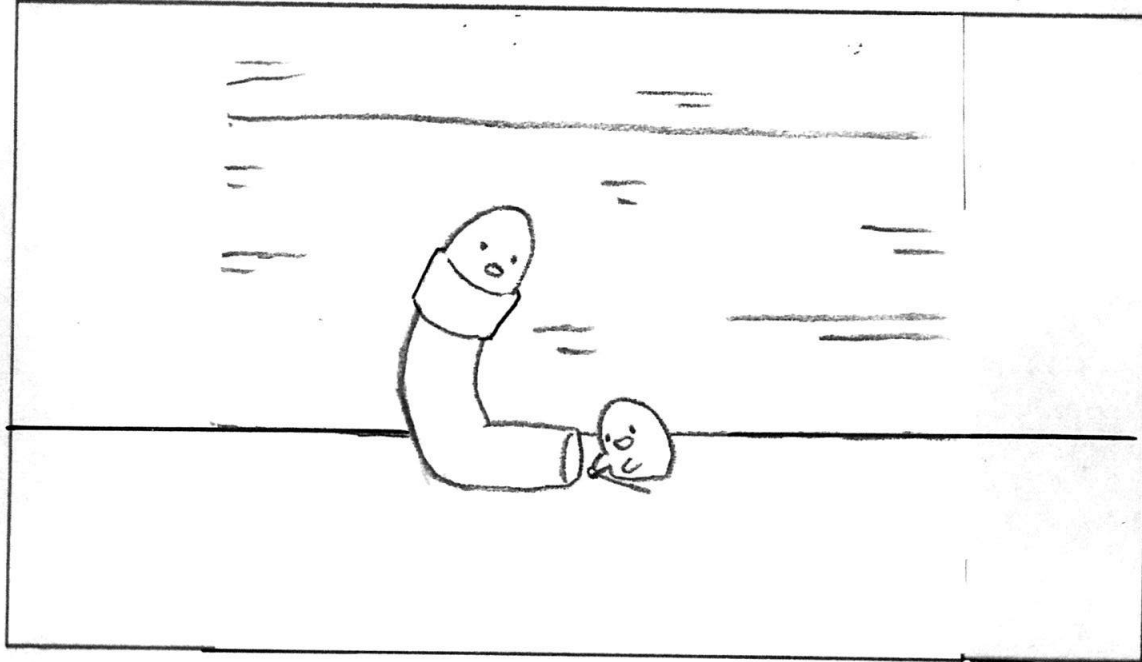
Sc. 37 cont

Pnl. B

Bg.

day night

Page 74



Dialog:

Action:

- SHELBY IS SURPRISED

- KENT REACHES FOR SWORD

Timing:

FEB 10 2014

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Production :

1025/172

Ho Cut

ADVENTURE TIME

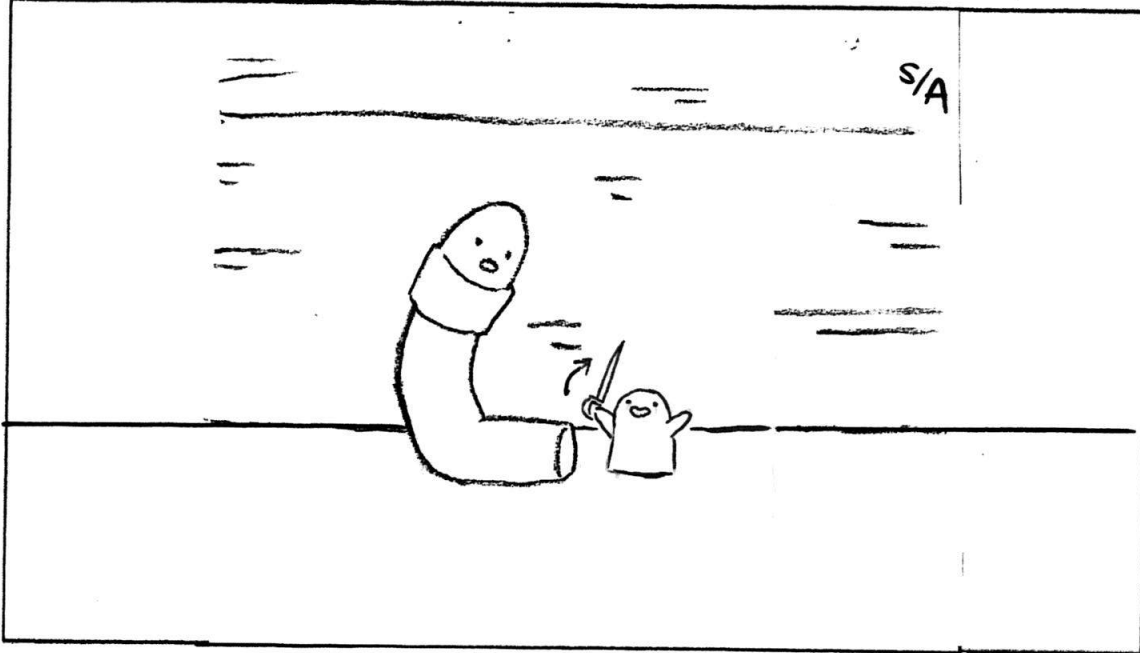


Ho
Cut

Page 75
day night

Sc. 37 *CONT* Pnl. *C* Bg.

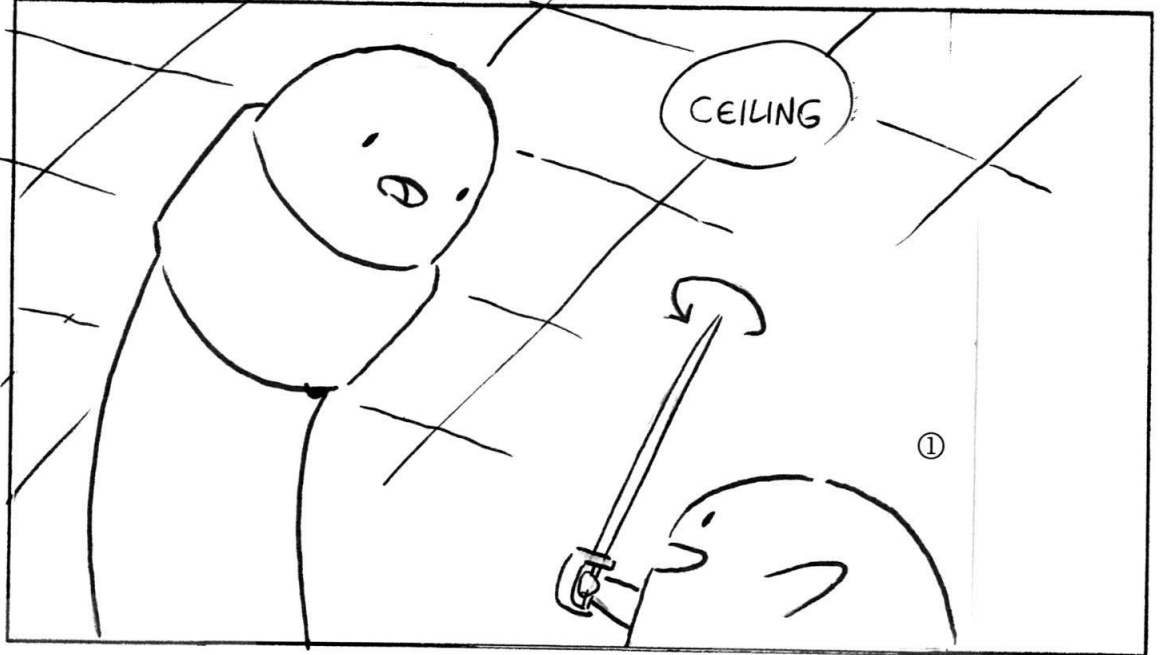
day night



Sc. 38

Pnl. *A* Bg.

day night



Dialog:

S : HOW ... HEY HOW'D
YOU DO THAT?

Action:

- KENT RAISES SWORD

Timing:

ALTERNATE
POSES 1-2



FEB 10 2014
②

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Production :

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ADVENTURE TIME



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Sc. 39

Pnl. A

Bg.

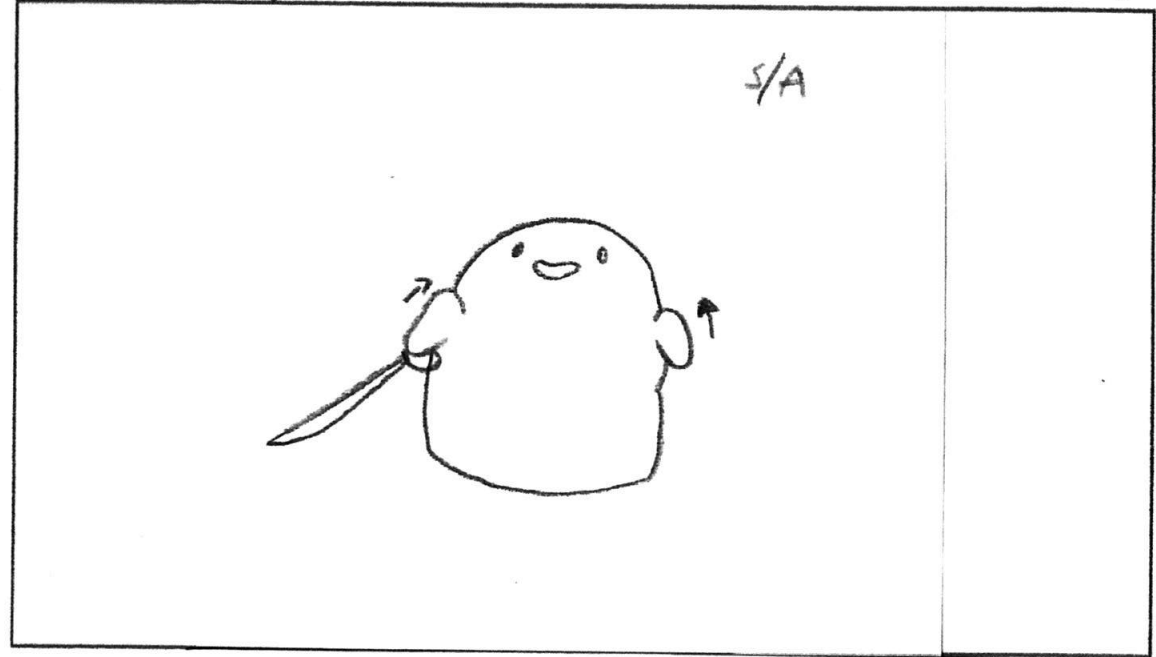
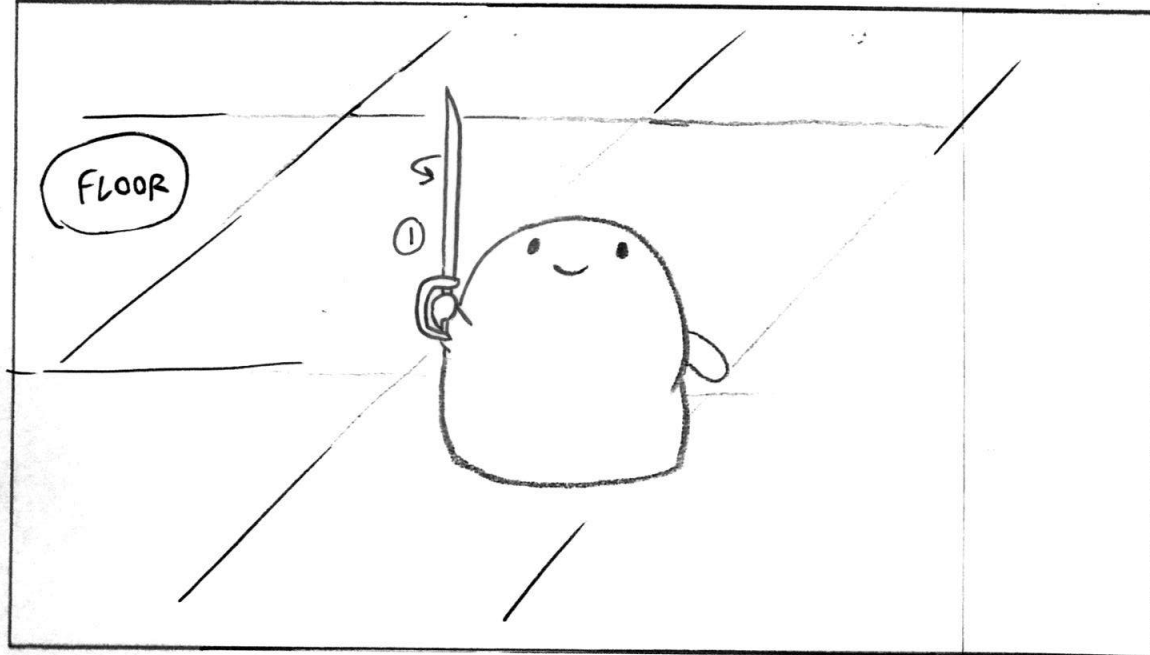
day night

Sc. 39 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

- KENT TWIRLS SWORD

- CYCLE ①, ②, ③, ①, ②, ③ etc.



K: <SHRUGGING>

- KENT SHRUGS



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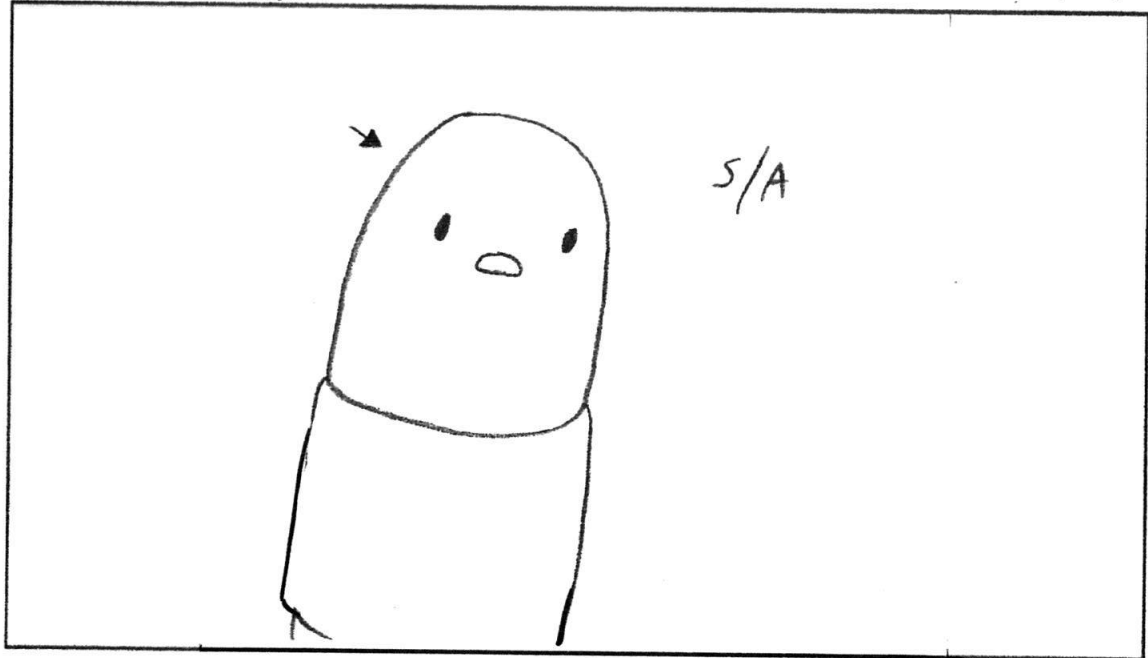
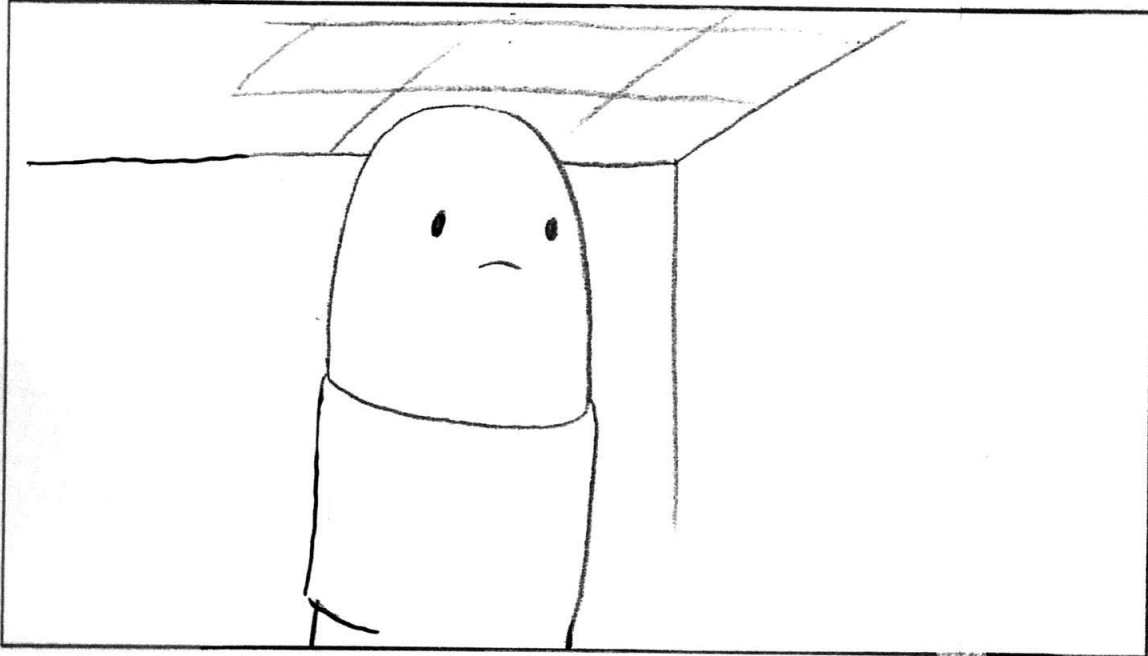
EPISODE # 1025-172

1025/172

Production :

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1025/172



Dialog:

S: Hm.

S: OK, KENT THIS IS FOR
REAL IMPORTANT.

Action:

Timing:

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1025/172-

Production :

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ADVENTURE TIME



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Sc. 40 CONT

Pnl. C

Bg.

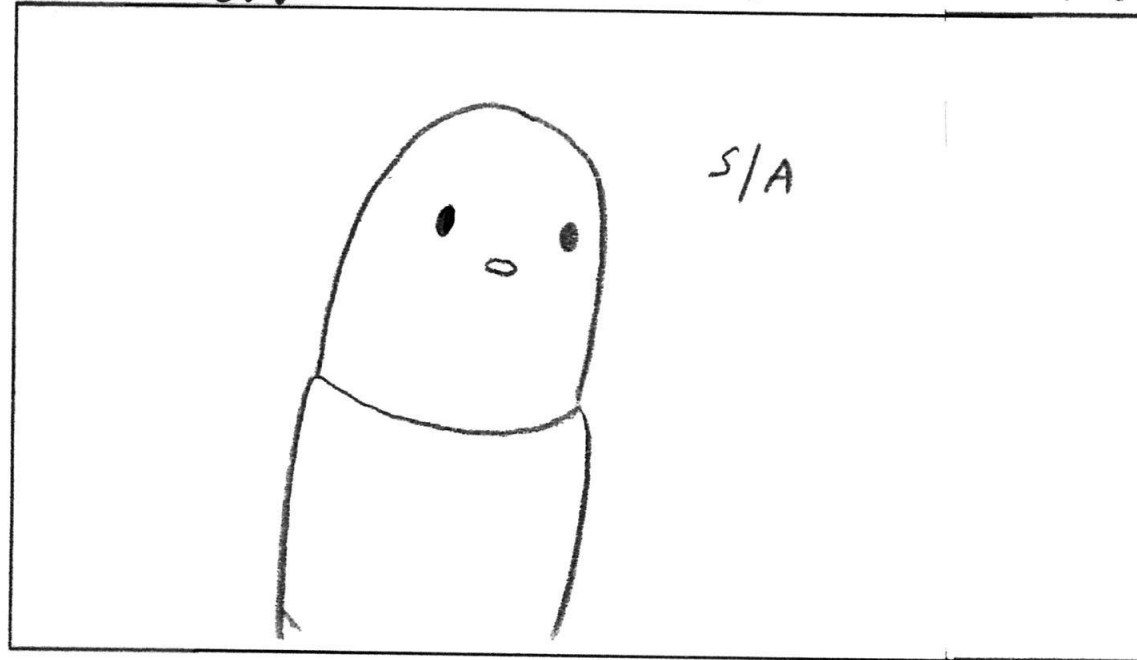
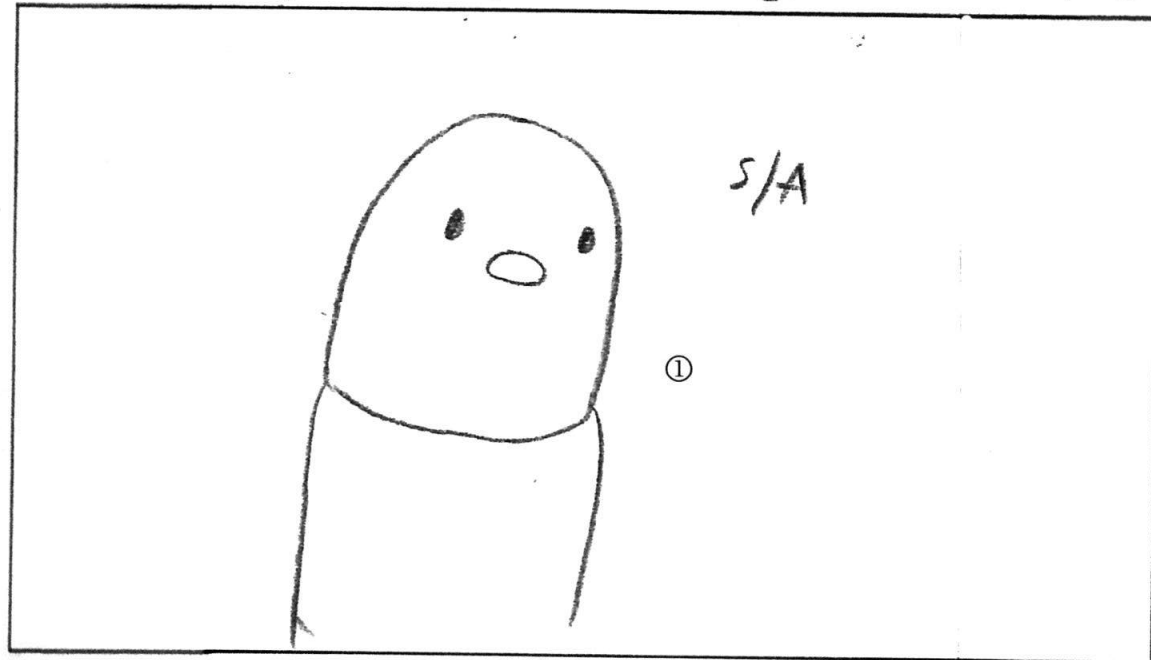
day night

Sc. 40 CONT

Pnl. D

Bg.

day night

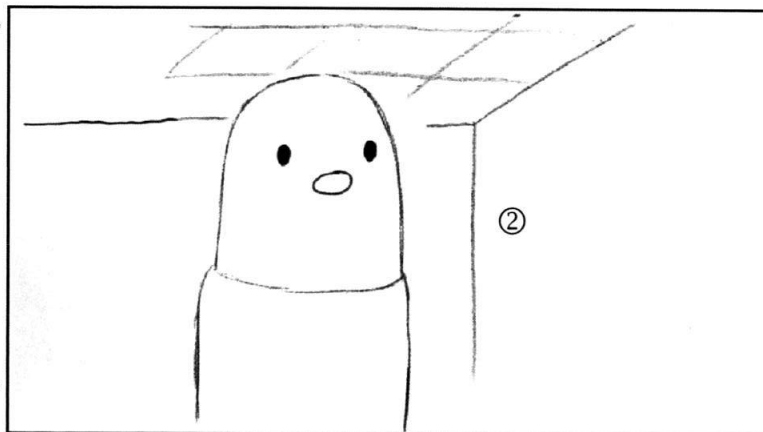


Dialog:

S: YOU'RE MY LITTLE BROTHER SO
YOUR PURPOSE IS TO FIGHT BAD GUYS...

Action:

Timing:



(C1)

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Hu
at

1025/172

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ADVENTURE TIME



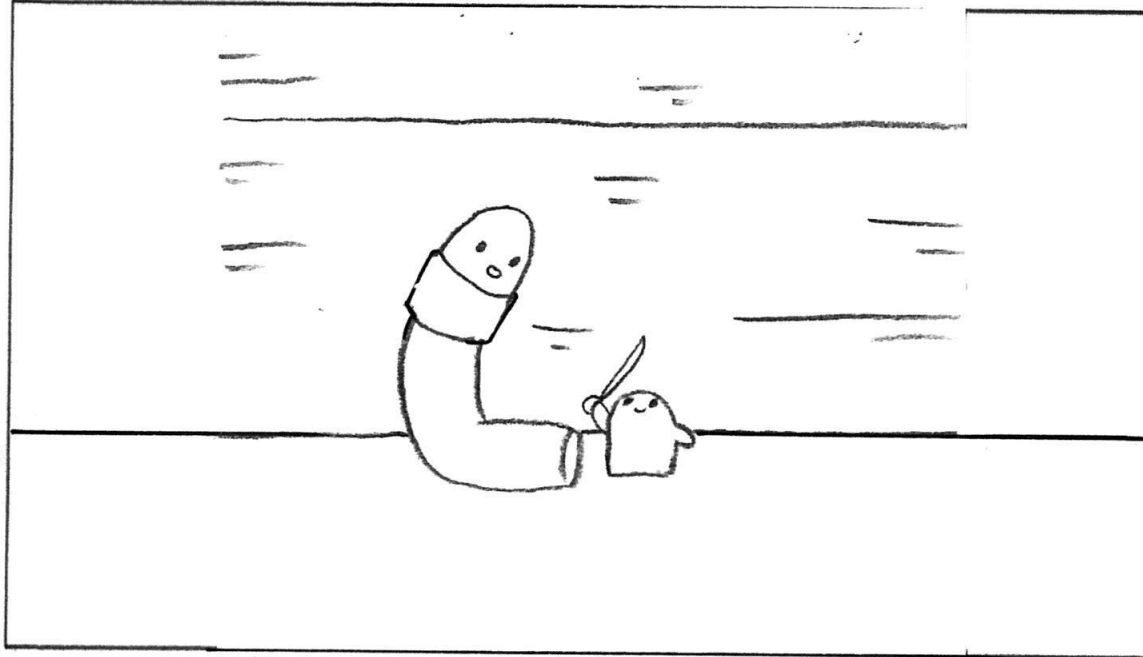
Page 79

Sc. 41

Pnl. A

Bg.

day night

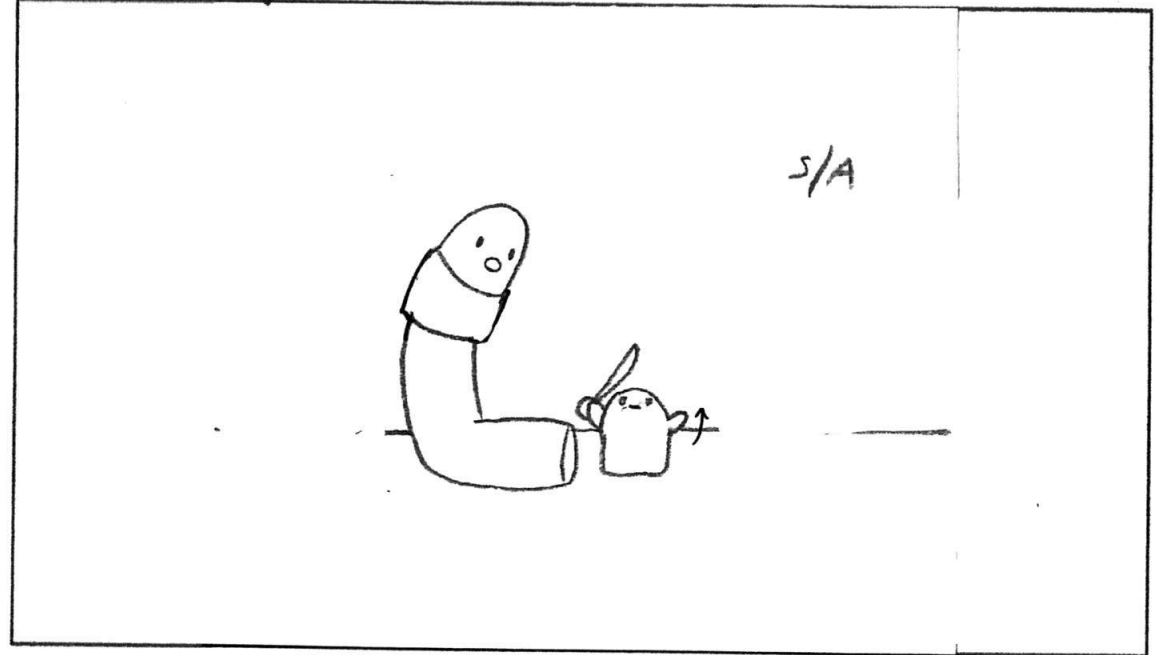


Sc. 41 *cont*

Pnl. B

Bg.

day night



Dialog:

S: SO GO FIGHT SOME BAD GUYS...

S: OR GIRLS.

Action:

Timing:

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Production :

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ADVENTURE TIME



HO
CUT

Page 80

Sc. 41 *CONT*

Pnl. C

Bg.

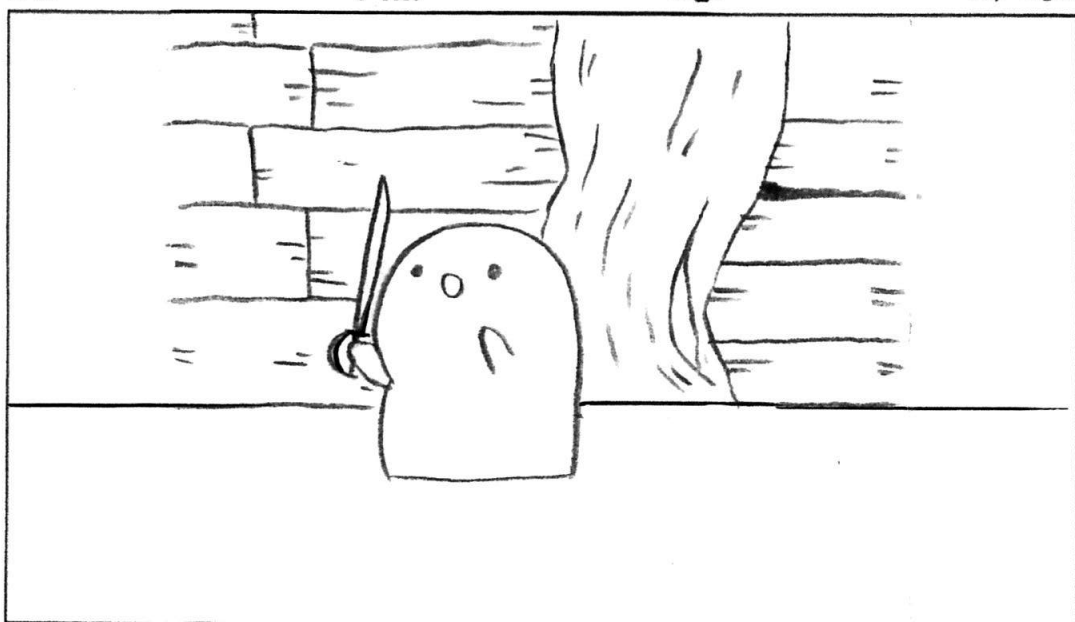
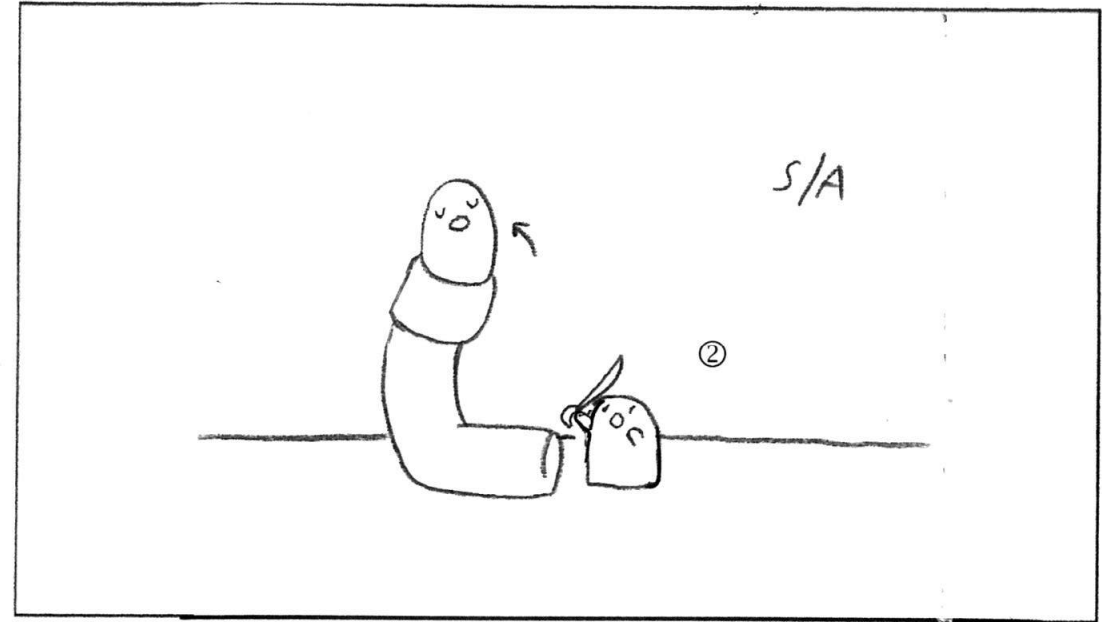
day night

Sc. 42

Pnl. A

Bg.

day night



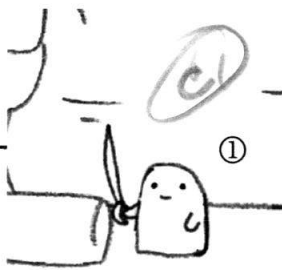
Dialog:

S: DON'T DISCRIMINATE

K: OH!

Action:

Timing:



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Production :

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1025/172

1025/172

ADVENTURE TIME

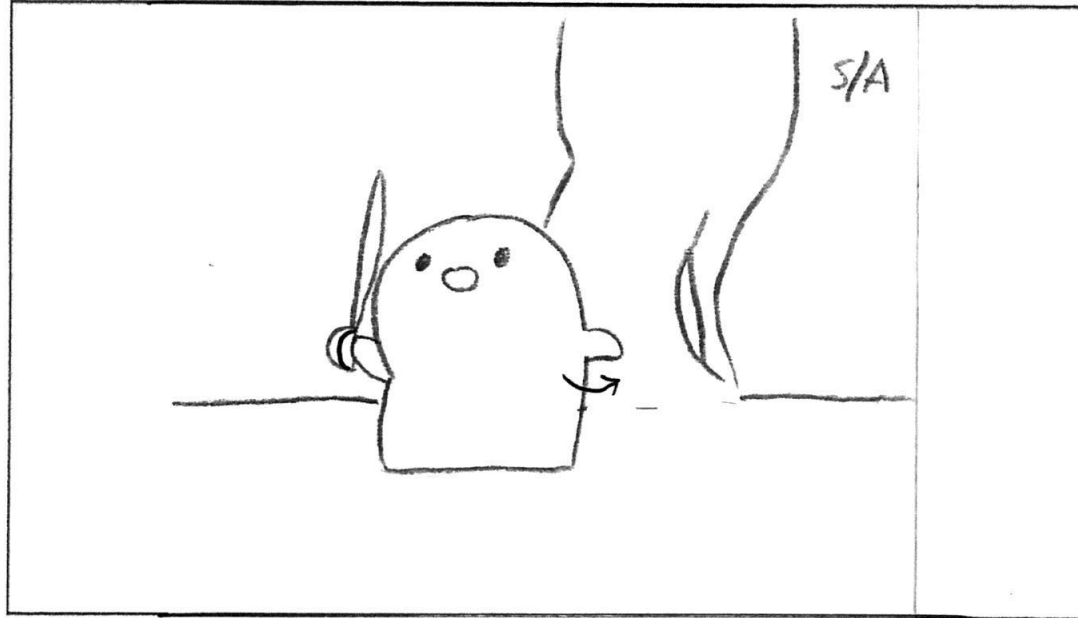


Page 81

Sc. 42 *CONT* Pnl. B

Bg.

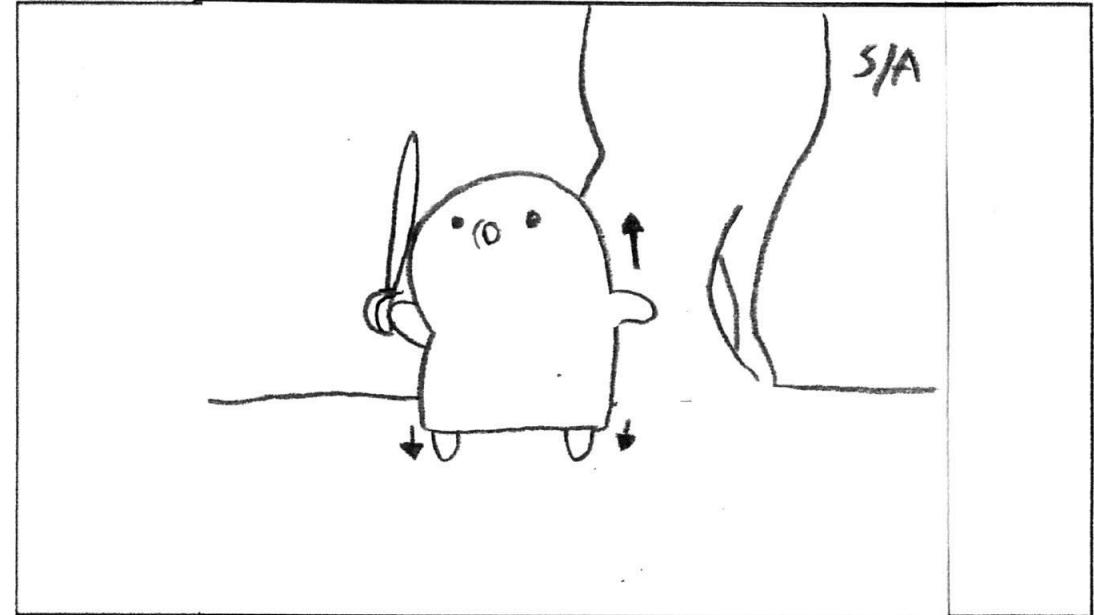
day night



Sc. 42 *CONT* Pnl. C

Bg.

day night



Dialog:

K: OKAY, BROTHER...

K: BOOOOP!

SFX: *POP-POP*

Action:

- LEGS SPROUT FROM UNDER KENT

FEB 10 2014

Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



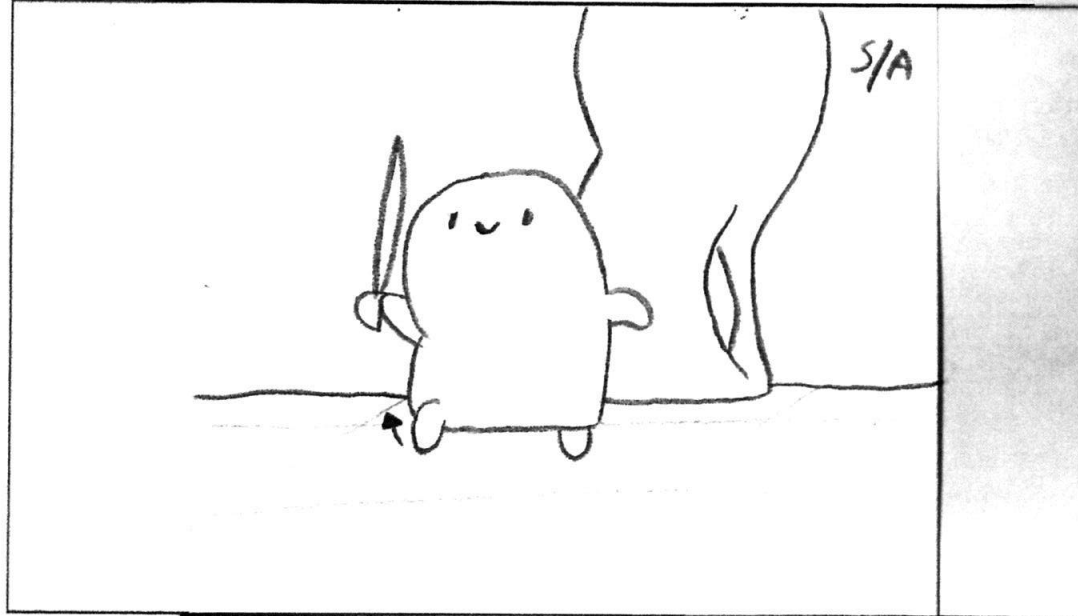
Page 82

Sc. 42 CONT

Pnl. D

Bg.

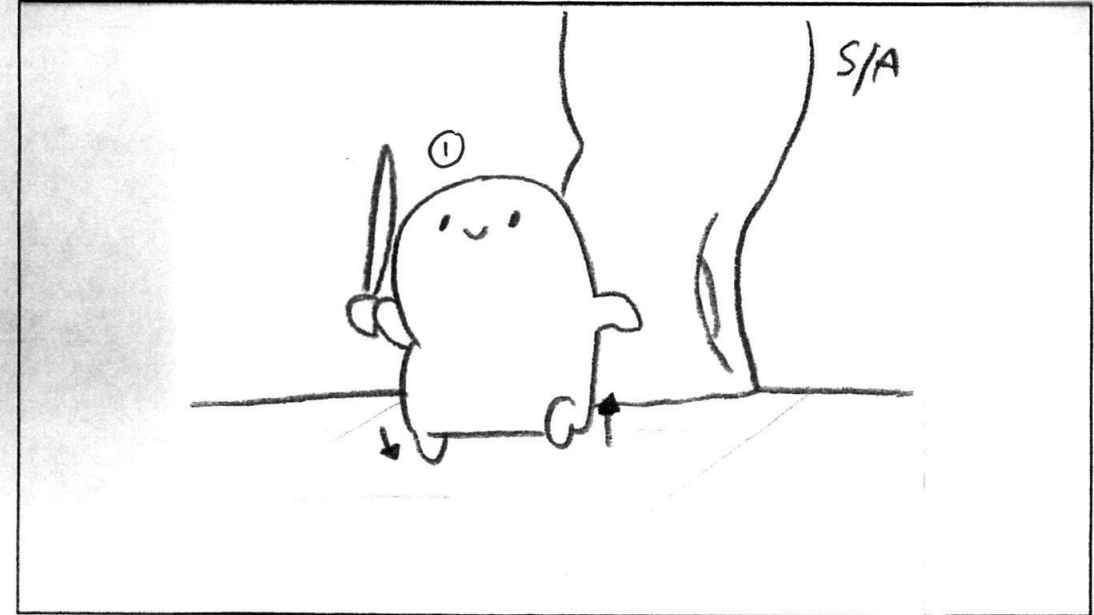
day night



Sc. 42 CONT Pnl. E

Bg.

day night

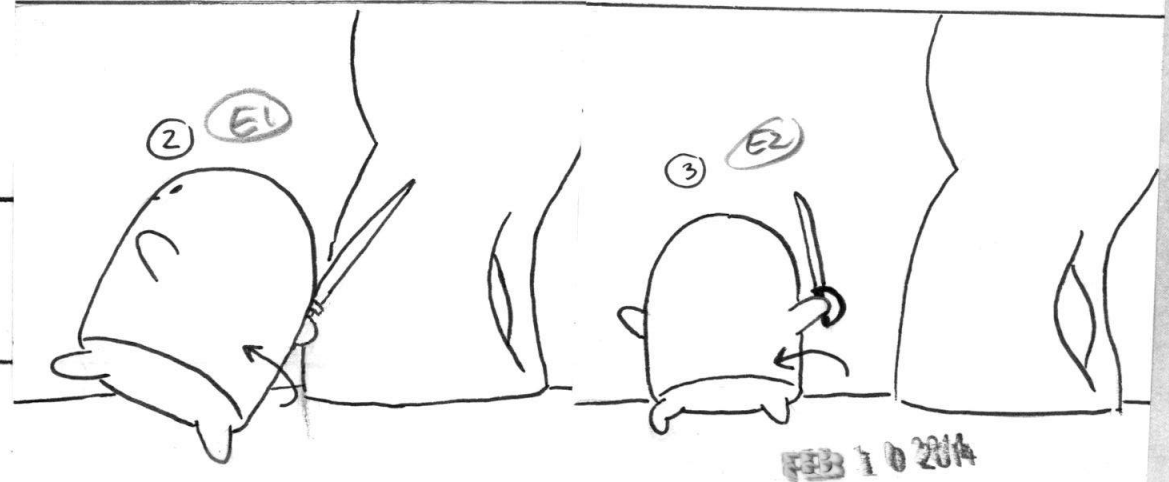


Dialog:

Action:

- KENT DOES A LITTLE JIG

Timing:



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ADVENTURE TIME



Page 83

Sc. 42 *CONT* Pnl. F Bg. day night

Sc. 42 *CONT* Pnl. G Bg. day night

Dialog:

K: Boop Boop Boop Boop Boop

Action: - K. RUNS INTO DISTANCE 'BOOPING'

Timing:

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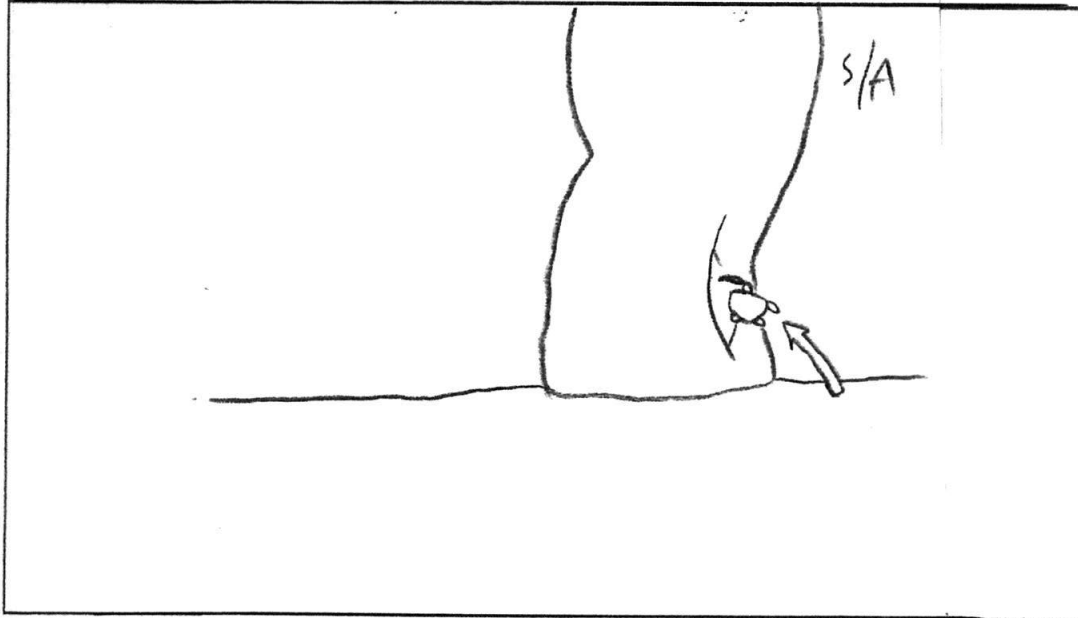
Page 84

Sc. 42 *CONT*

Pnl. H

Bg.

day night

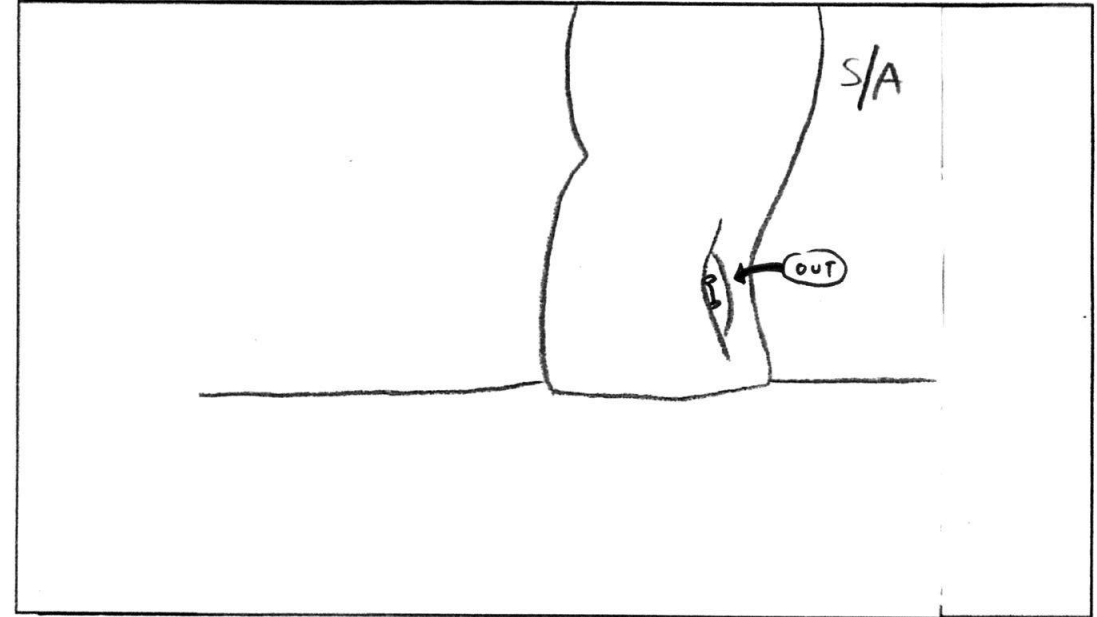


Sc. 42 *CONT*

Pnl. I

Bg.

day night



Dialog:

Action:

-KENT JUMPS THROUGH HOLE

Timing:

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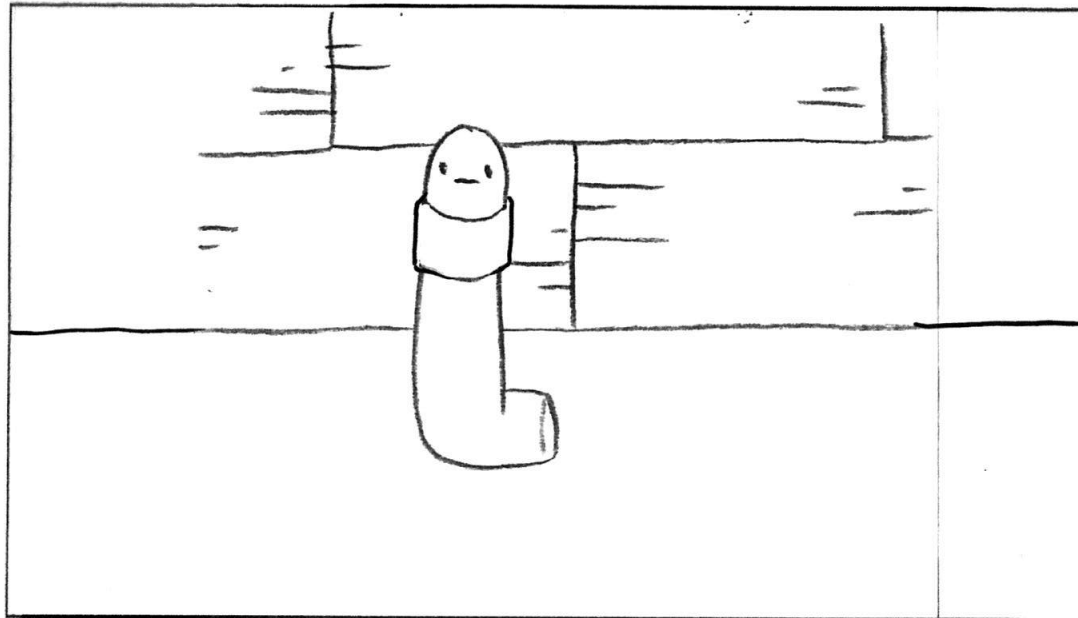


Sc. 43

Pnl. A

Bg.

day night

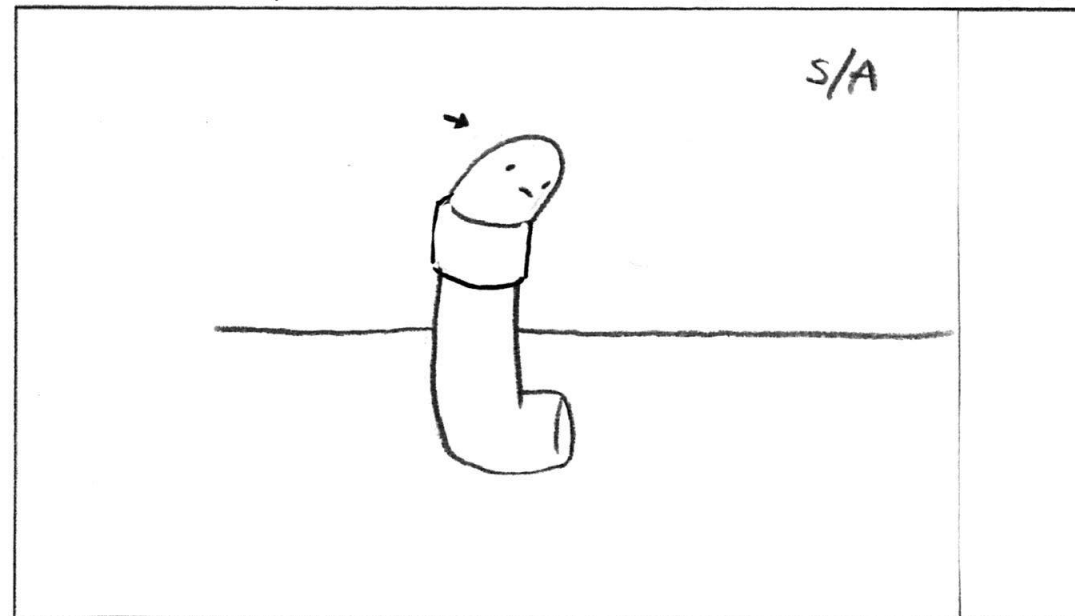


Sc. 43 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

-SHELBY LOOK DOWN AT NUB TAIL

Timing:

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Production :

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ADVENTURE TIME

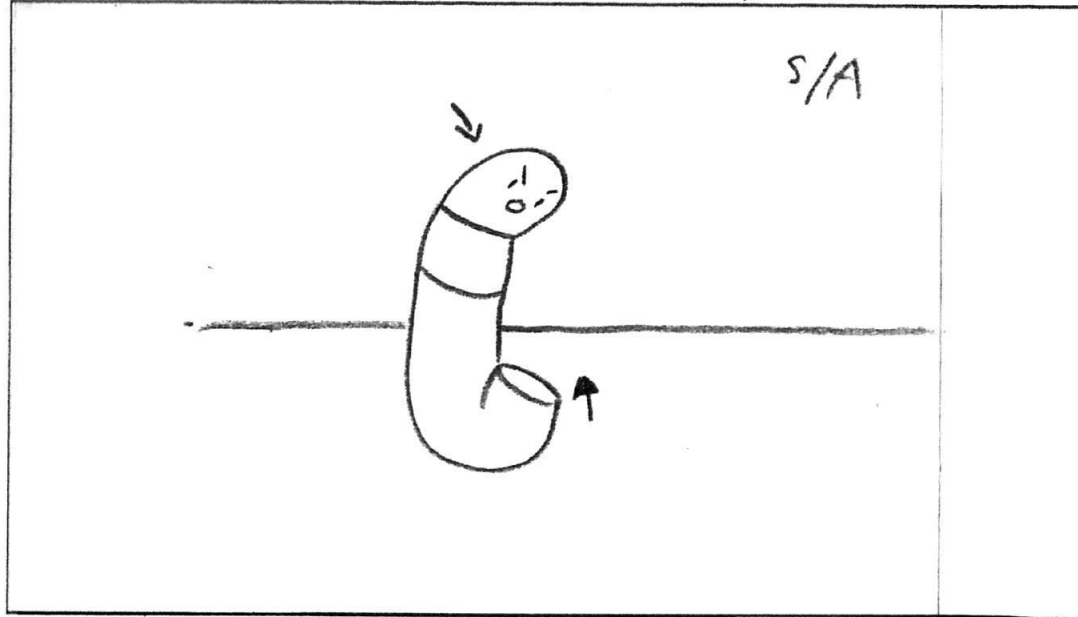


Page 86

Sc. 43 CONT Pnl. C

Bg.

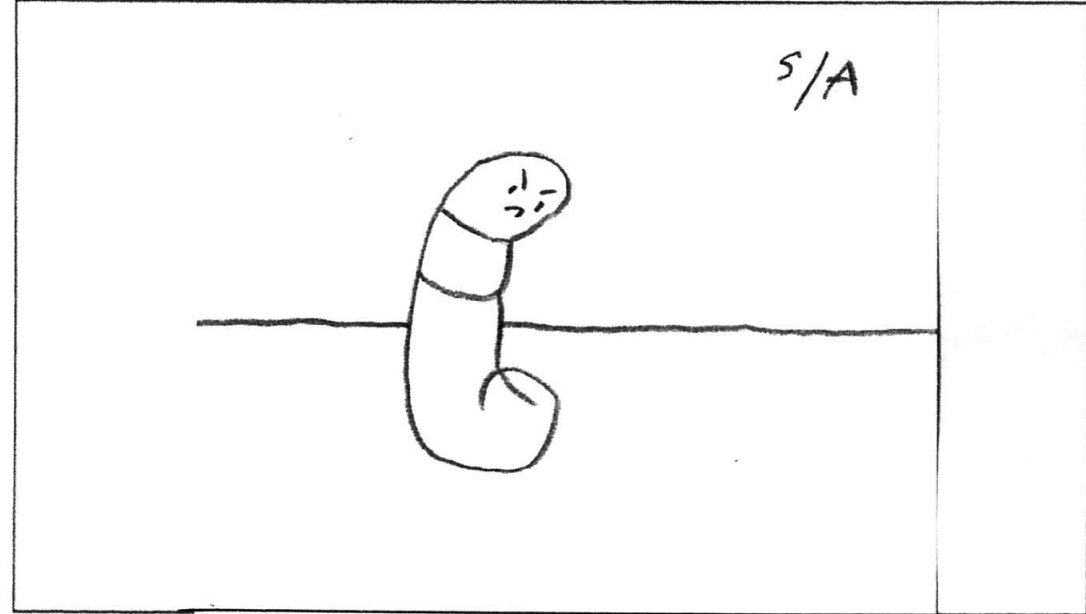
day night



Sc. 43 CONT Pnl. D

Bg.

day night



Dialog:

S: BOOOOP.

Action:

- SHELBY LIFTS UP HIS NUB TAIL

- NOTHING HAPPENS

Timing:

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ADVENTURE TIME



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Sc. 43 CONT Pnl. E

Bg.

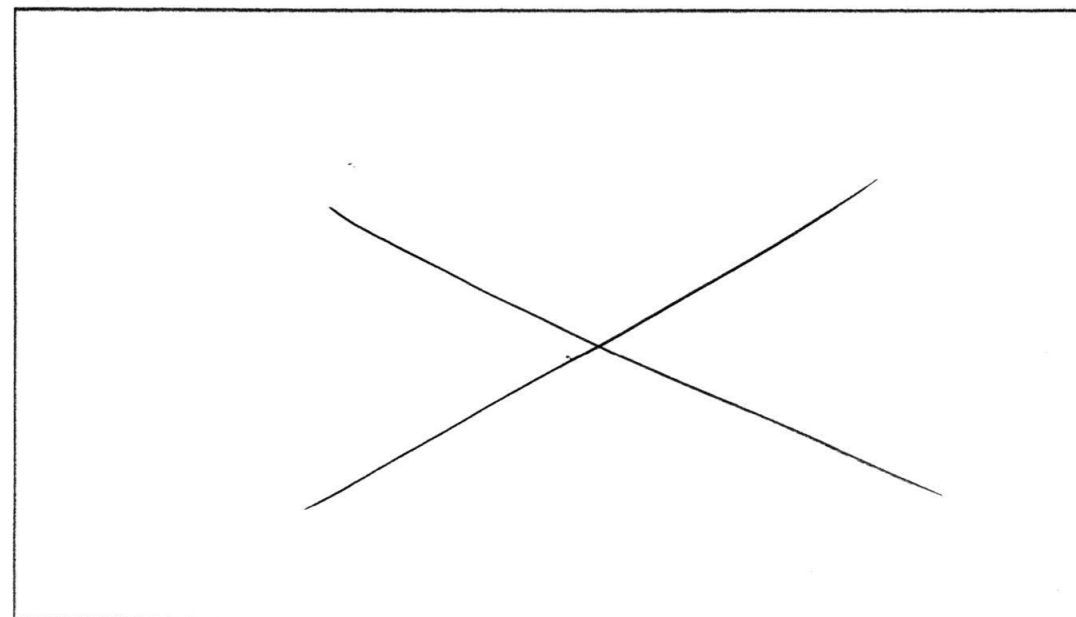
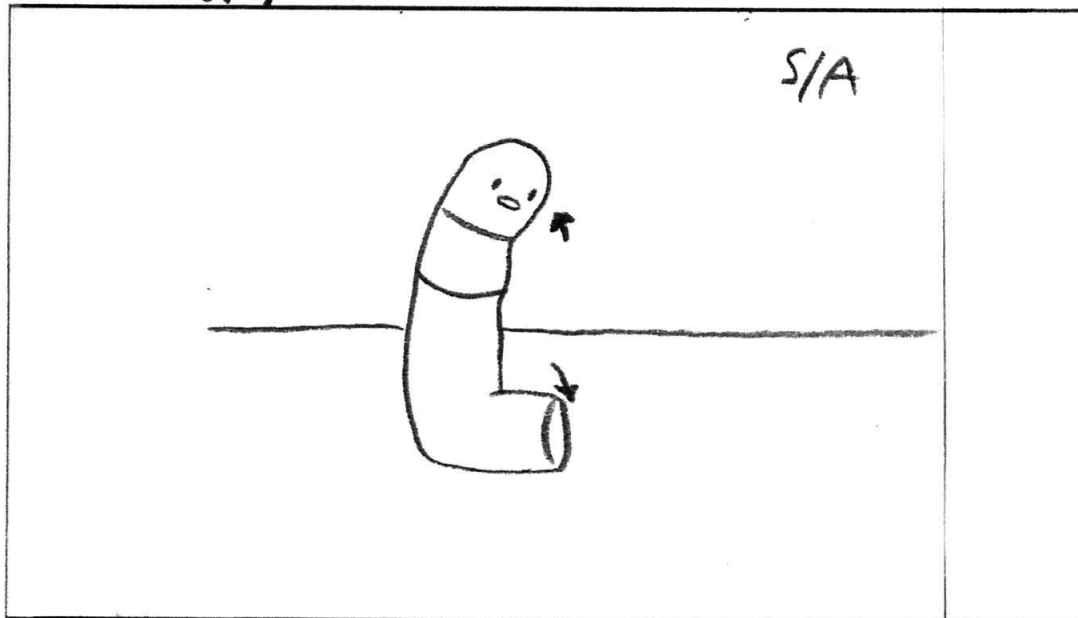
day night

Sc.

Pnl.

Bg.

day night



Dialog:

S: [SIGH]

Action:

- S. LETS TAIL DROP

Timing:

FEB 10 2014

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1025/172

Production :

1025/172

Cut

ADVENTURE TIME



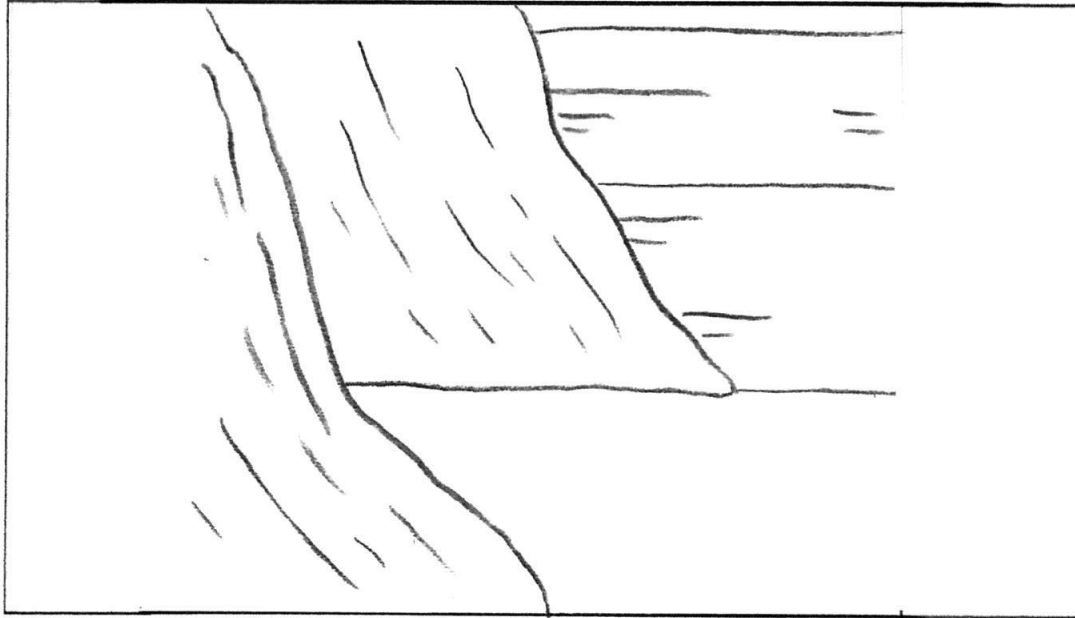
Page .88

Sc. 44

Pnl. A

Bg.

day night

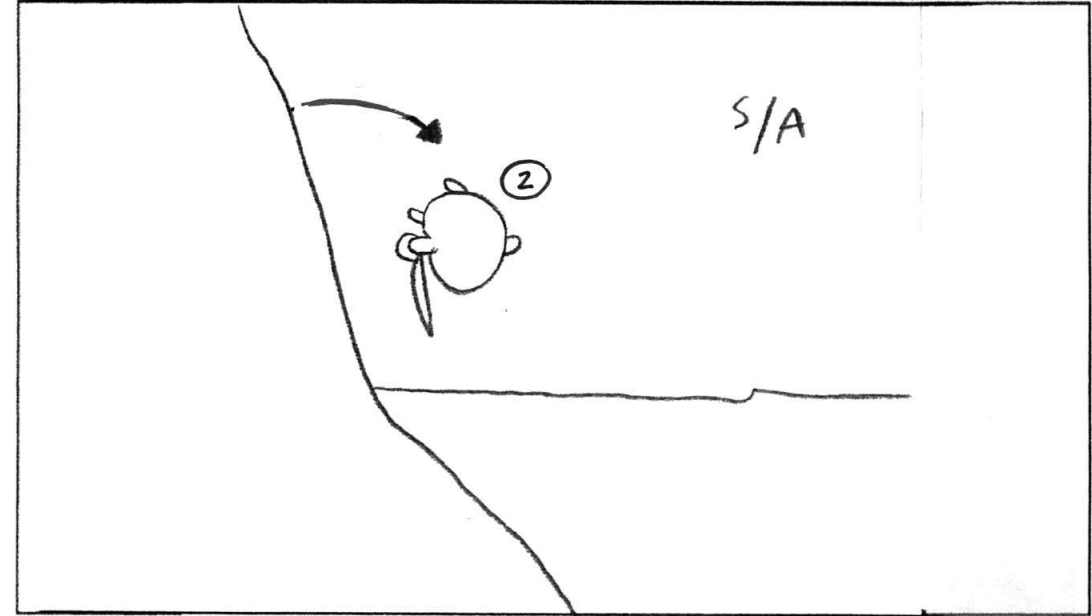


Sc. 44 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

- INT. WALLS.

Timing:

K: HUP!

- KENT FLIPS IN

(BI)

(IN)

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

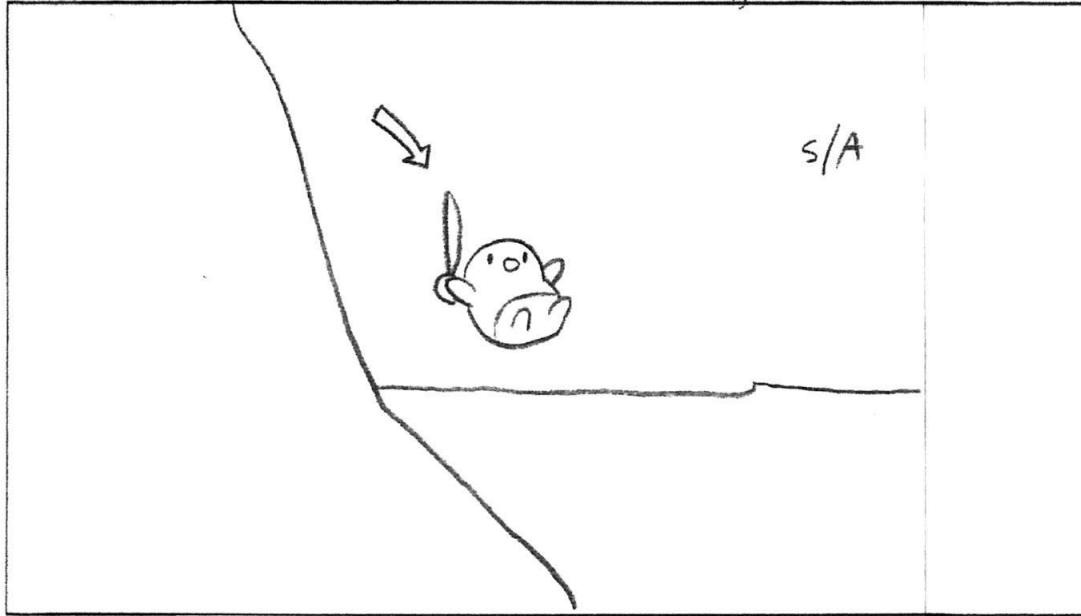
1025/172

ADVENTURE TIME

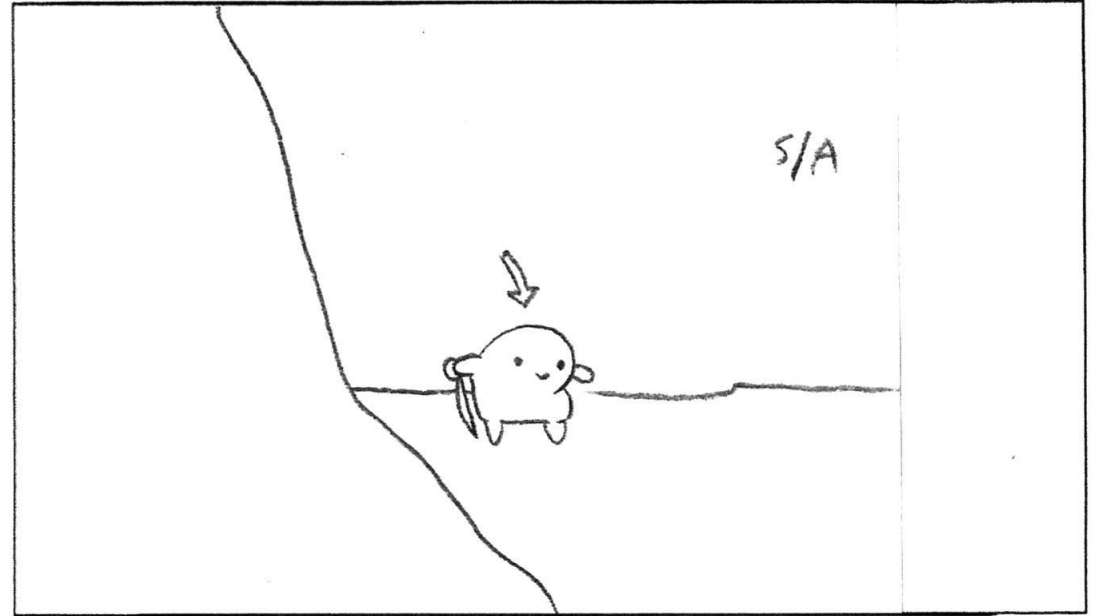


Page 89

Sc. 44 *CONT* Pnl. C Bg. day night



Sc. 44 *CONT* Pnl. D Bg. day night



Dialog:

Action:

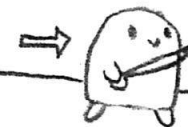
-KENT LANDS

Timing:

(DI)

FEB 10 2014

S/A



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ADVENTURE TIME



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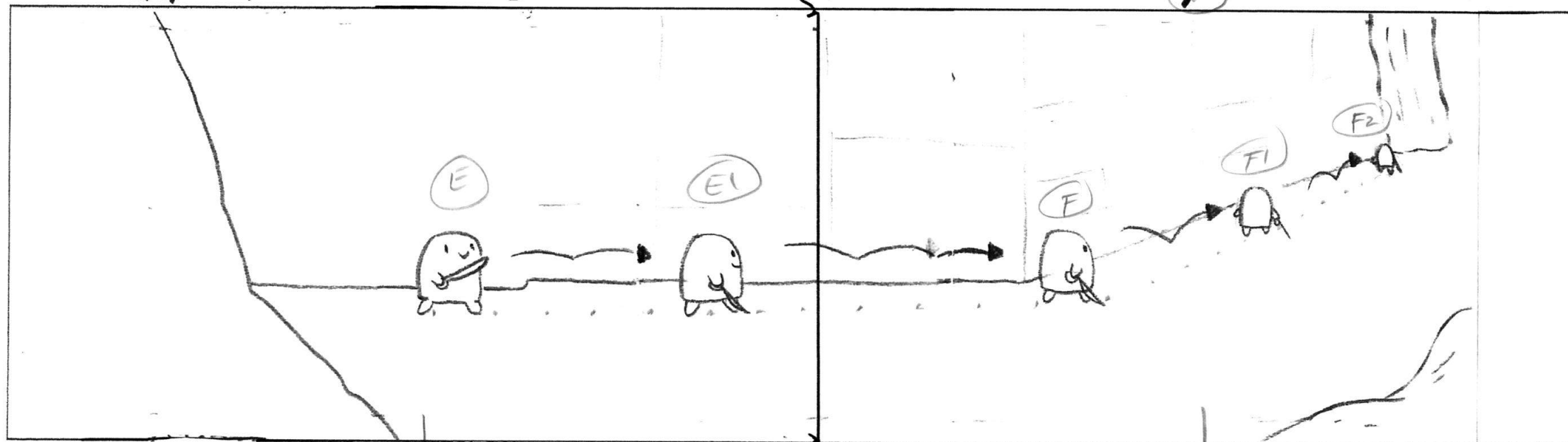
Sc. 44 CONT

Pnl. E

Bg.

day night

F



Dialog:

START

- PAN W/ KENT

STOP

Action:

- KENT WALKS DOWN PATH

FEB 10 2014

Timing:

HU
cut

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Handwritten: *Ho cut*

ADVENTURE TIME



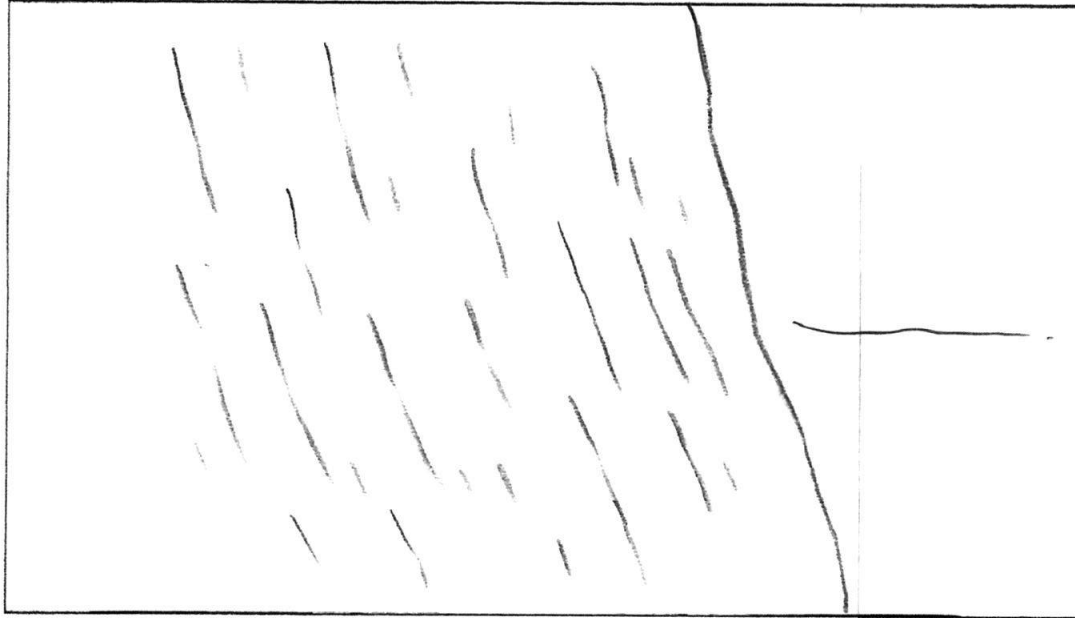
Page 91

Sc. **45**

Pnl. **A**

Bg.

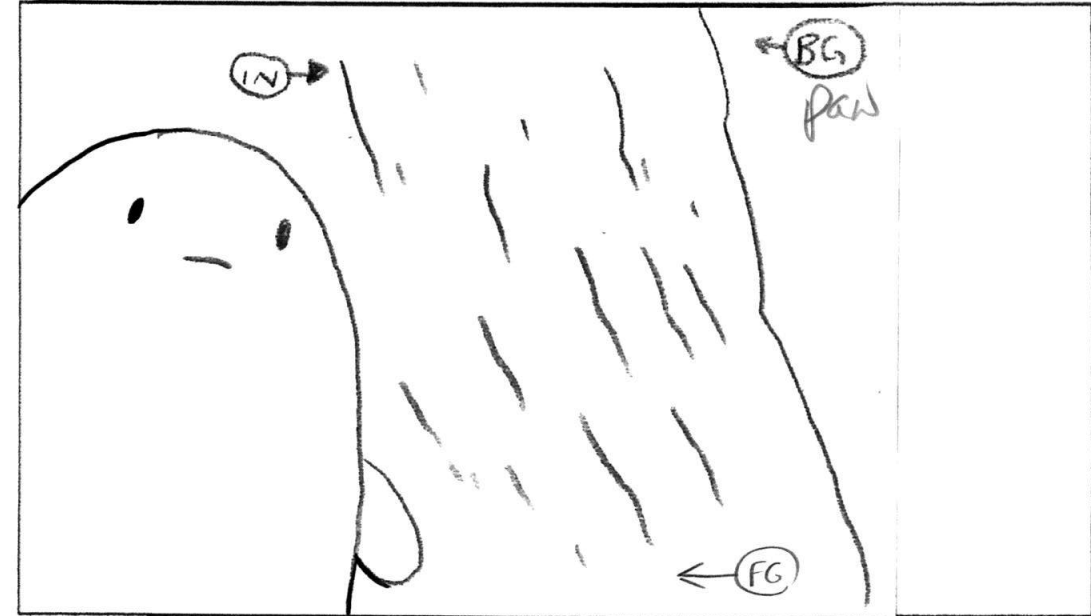
day night



Sc. **45 CONT** Pnl. **B**

Bg.

day night



Dialog:

SFX: * CHEWING *

Action:

- K. SIDLES ON/S PRESSED
AGAINST ROOT 'WALL'.

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Timing:

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Production :

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ADVENTURE TIME



3 Action

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Sc. 45 CONT

Pnl. C

Bg.

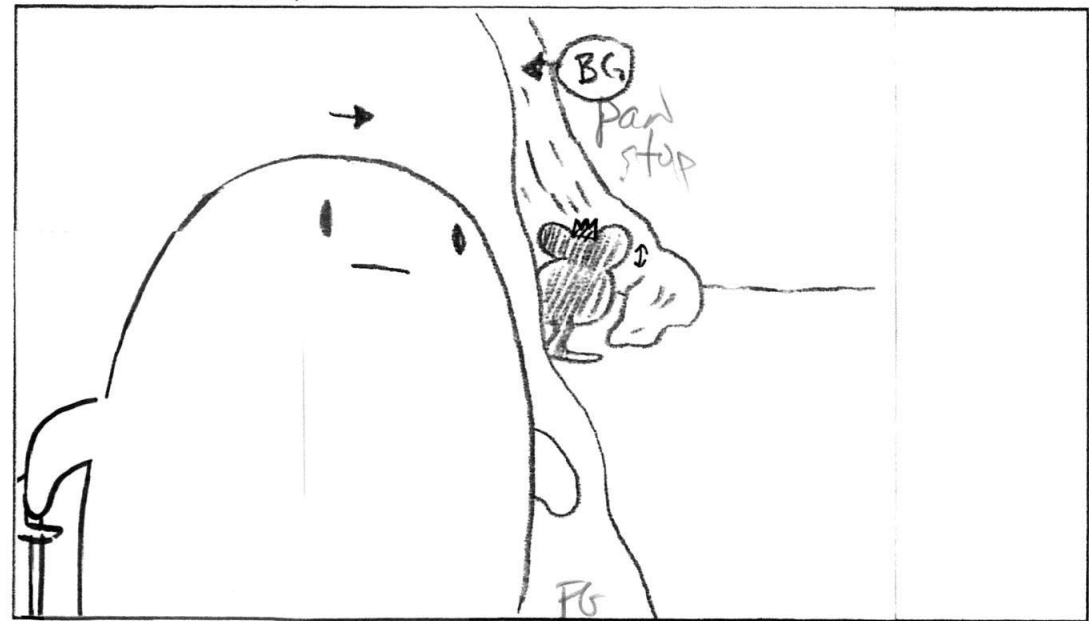
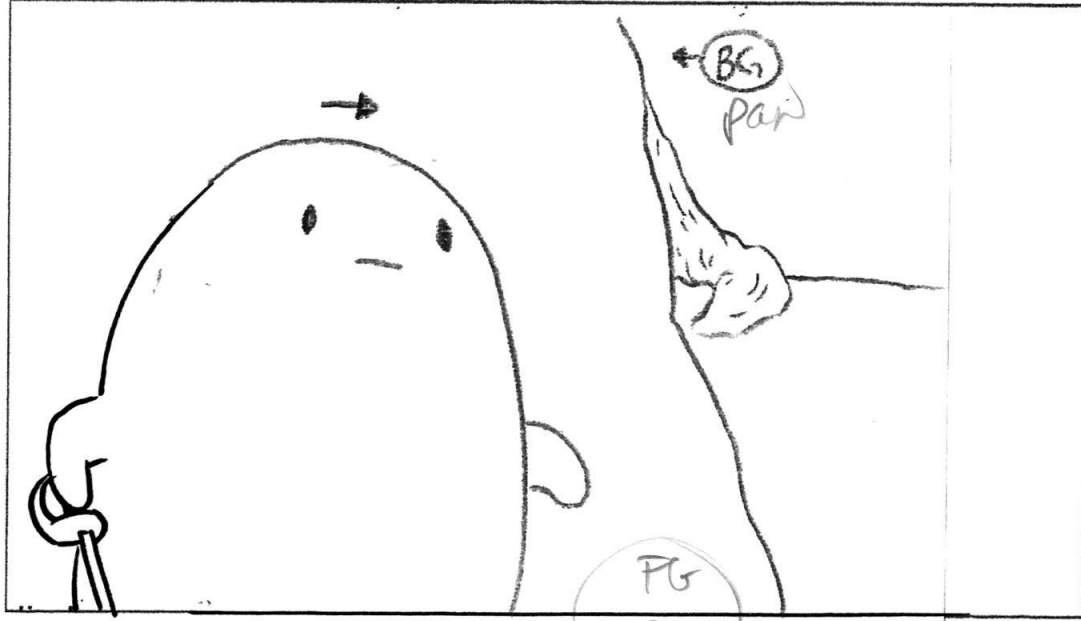
day night

Sc. 45 CONT

Pnl. D

Bg.

day night



Dialog:
SFX: * CHEWING *
Action:
Timing:

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Page 93

Sc. 45 CONT

Pnl. E

Bg.

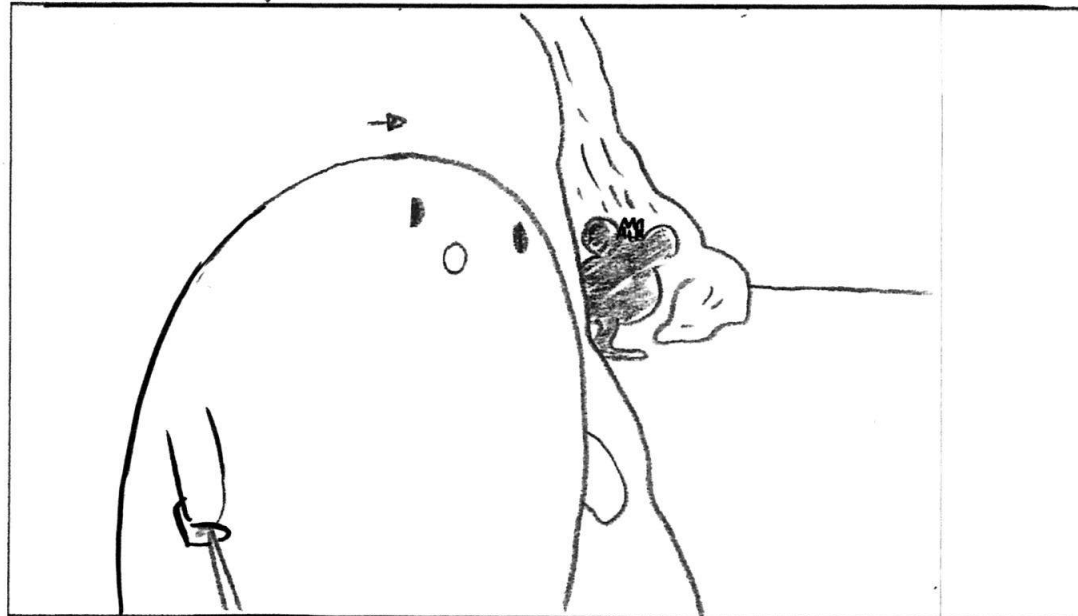
day night

Sc. 45 CONT

Pnl. F

Bg.

day night



Dialog:

K: [GASP]

SFX: * SHING *

Action:

SFX: RAT SCRATCHING & CHEWING

- K. RAISES SWORD.

Timing:

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ADVENTURE TIME



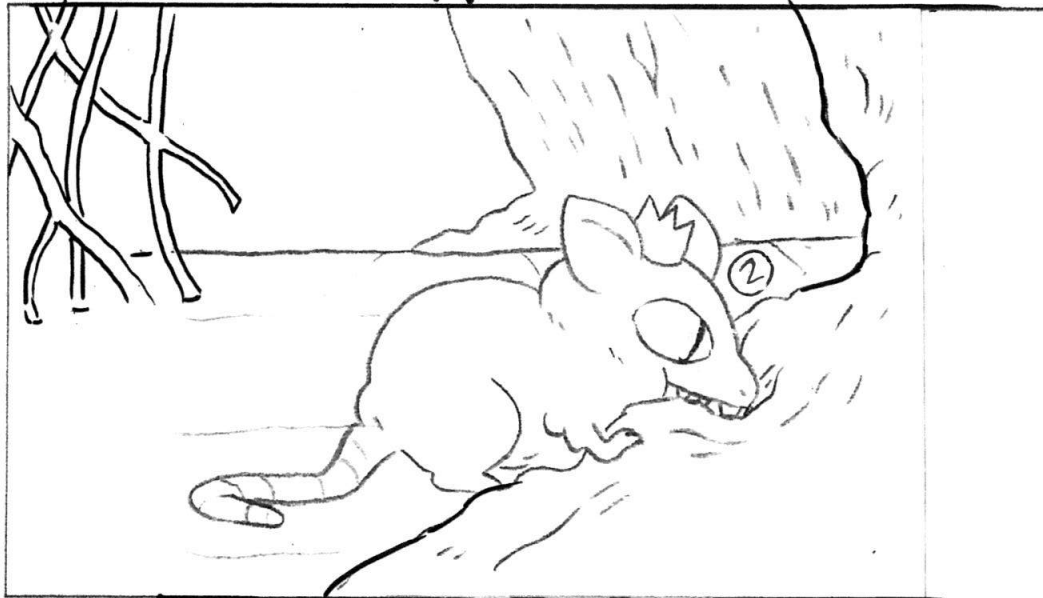
Page 94

Sc. 46

Pnl. A

Bg.

day night



Sc. 46 CONT Pnl. B

Bg.

day night



Dialog:

RAT KING: [CHEWING]

Action:

-RAT KING CHEWING

Timing:

chew CYCLE ①, ②, ①, ②, etc.



-MAGIC SMOKE RISES FROM ROOT
-KENT PEEKS FROM BEHIND ROOT

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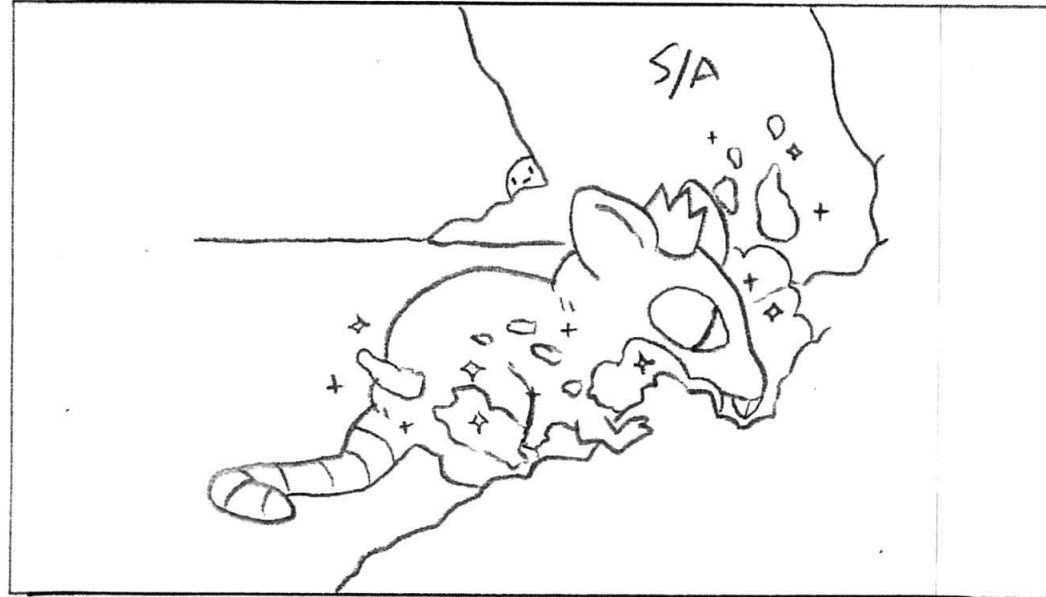
*HV
Cut*

Page **95**

Sc. **46 CONT** Pnl. **C**

Bg.

day night



Sc. **47**

Pnl. **A**

Bg.

day night



Dialog:

Action:

-SMOKE DISSOLVES

Timing:

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Production :

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1025/172

ADVENTURE TIME



Hu
Cut

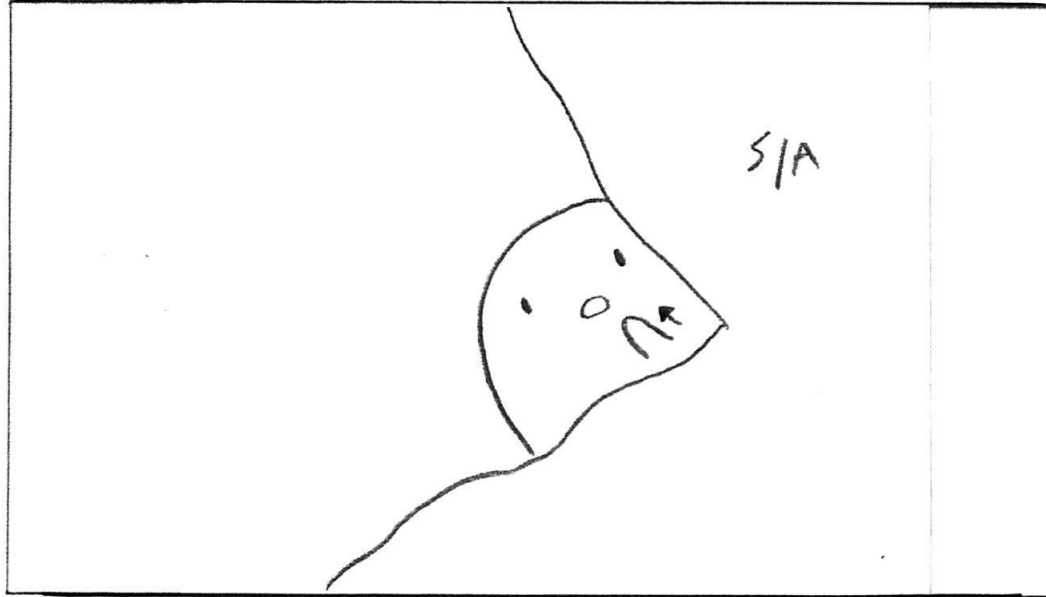
Page 96

Sc. 47 *cont*

Pnl. B

Bg.

day night



Sc. 48

Pnl. A

Bg.

day night



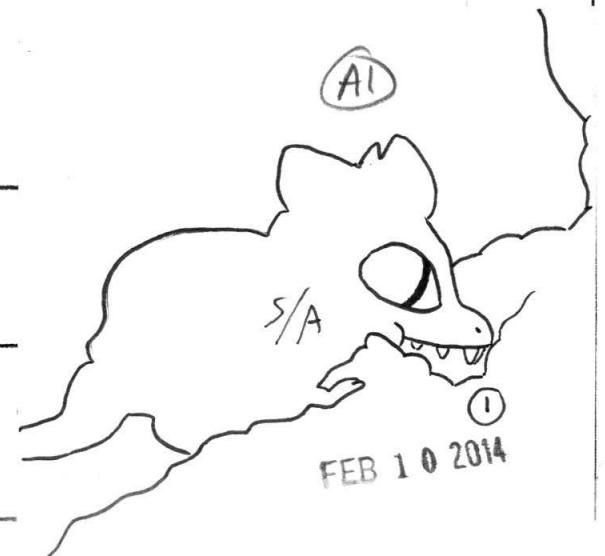
Dialog:

K: A BAD GUY!

Action:

Timing:

- CHEW CYCLE ①, ②, ①, ②, etc.



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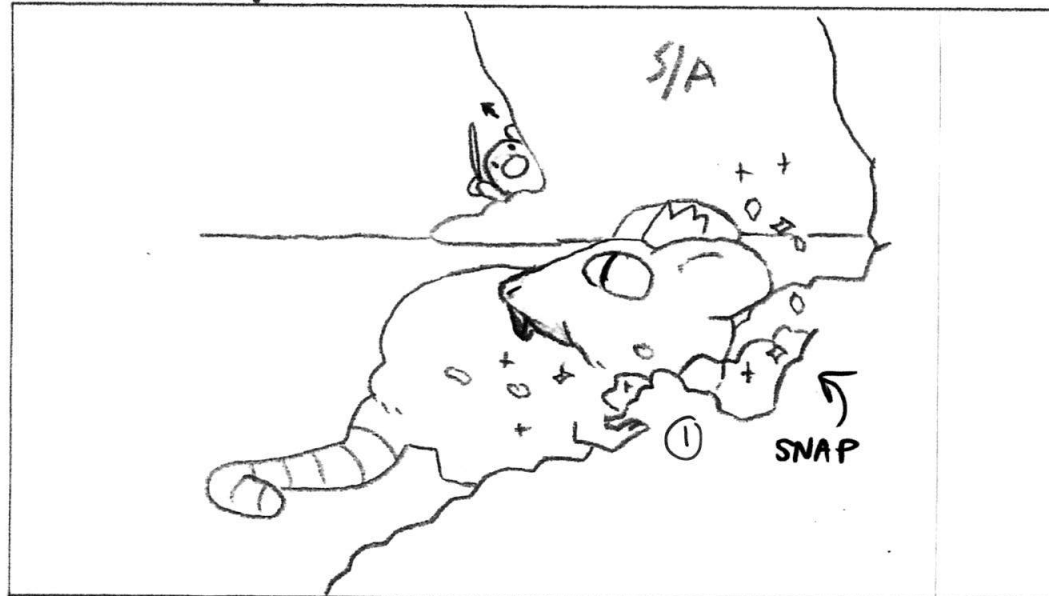
Page 97

Sc. 48 CONT

Pnl. B

Bg.

day night

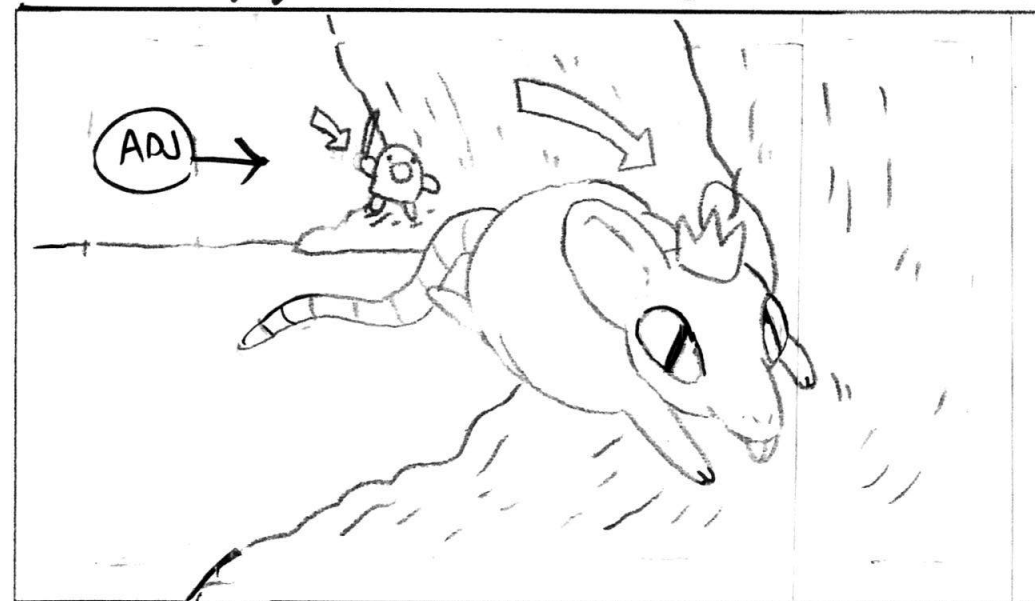


Sc. 48 CONT

Pnl. C

Bg.

day night



Dialog:

K: AAH! LET'S FIGHT!

Action:

- RK LOOKS BACK

Timing:



K: AAH!

- RAT KING RUNS
- KENT JUMPS OUT FROM BEHIND ROOT.
- ADJ. W/ ACTION

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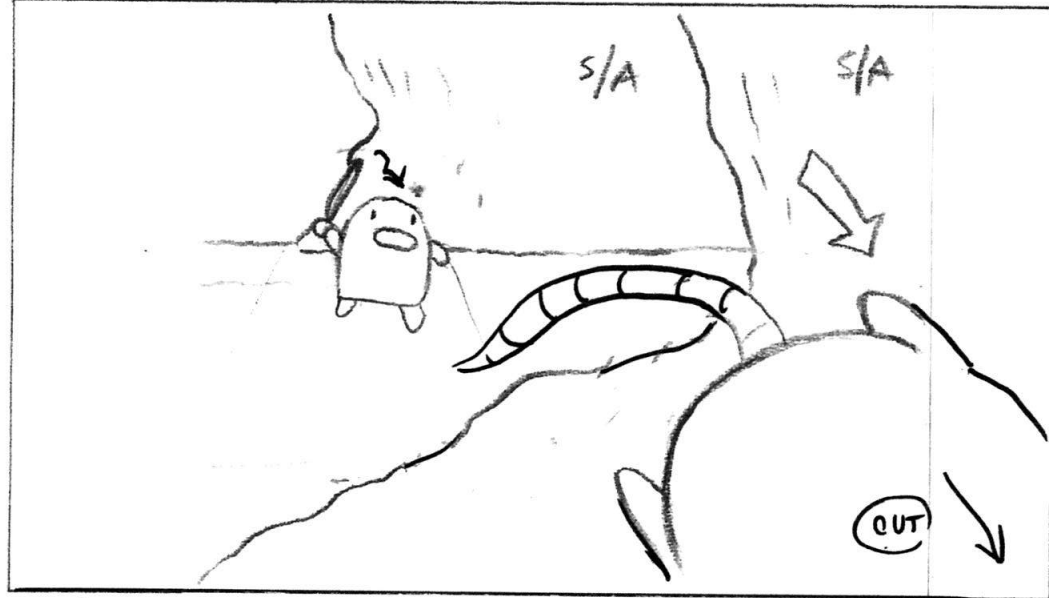
cut

Page 98

Sc. 48 *cont* Pnl. D

Bg.

day night

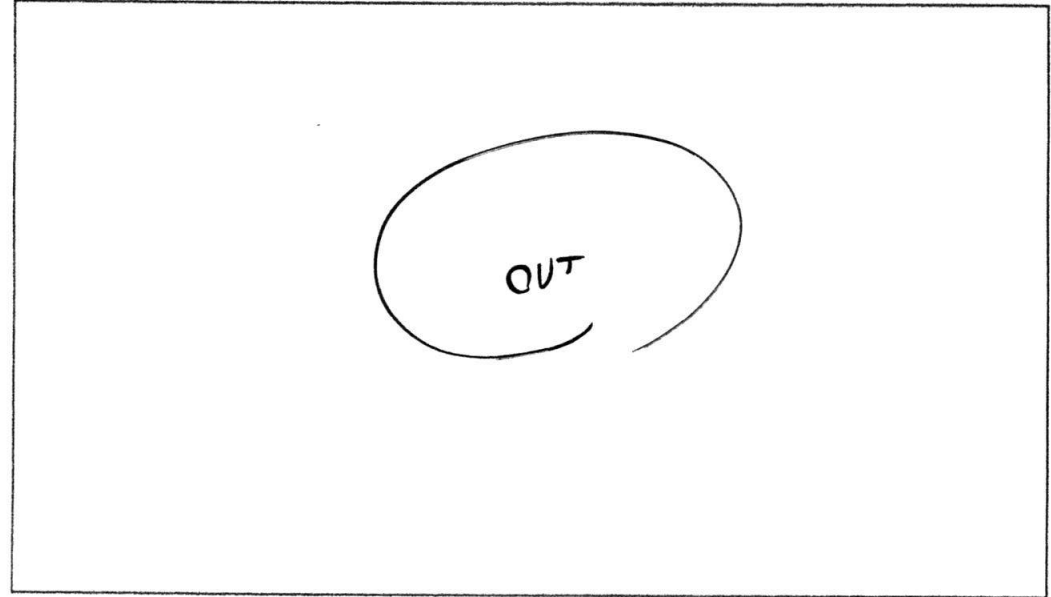


Sc.

Pnl.

Bg.

day night



Dialog:

K: A A A H !

Action:

- K, CHASES AFTER RAT KING .

Timing:

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Production :

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1025/172

Cut

ADVENTURE TIME



Page 99

Sc. 49

Pnl. A

Bg.

day night

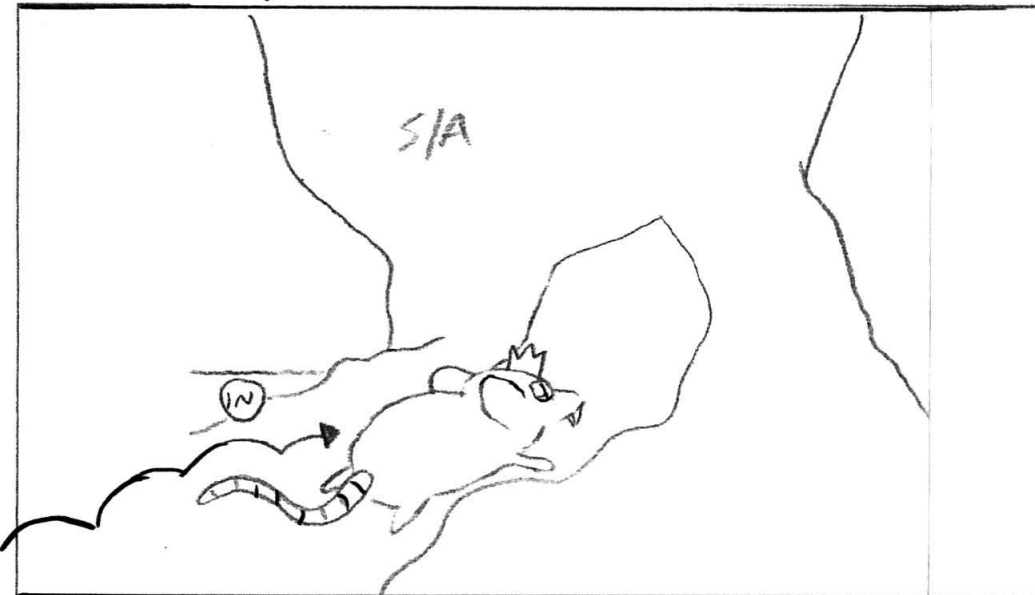


Sc. 49 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

-RAT KING RUNS INTO HOLE

Timing:

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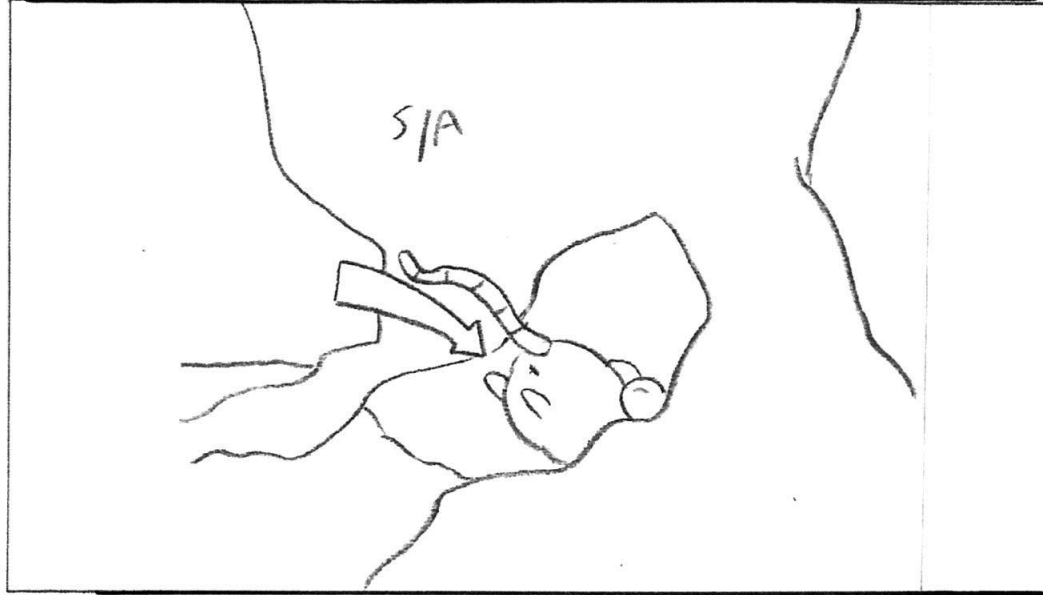


Page 100

Sc. 49 *CONT* Pnl. C

Bg.

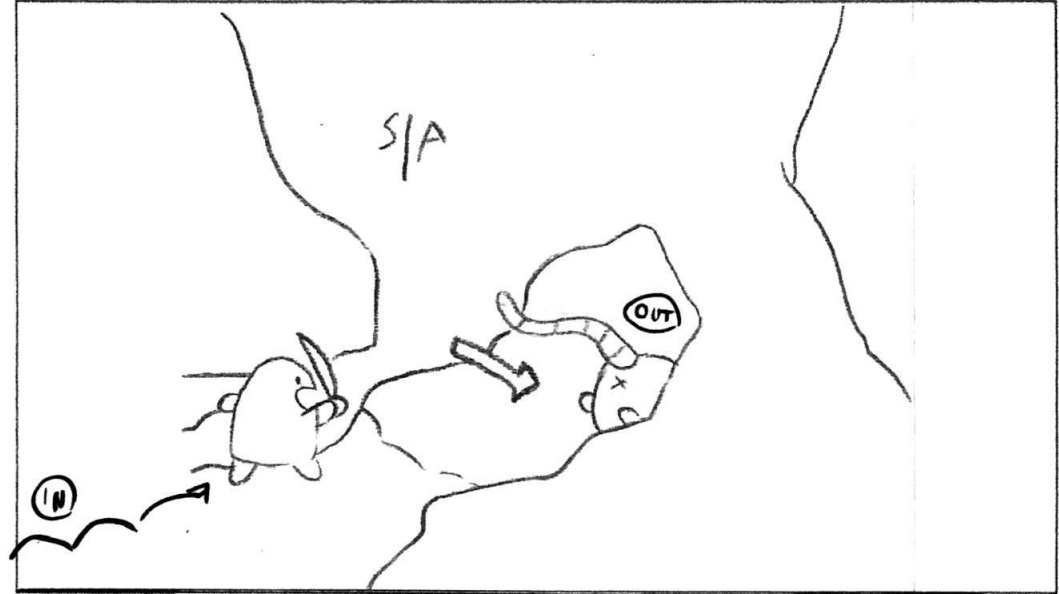
day night



Sc. 49 *CONT* Pnl. D

Bg.

day night



Dialog:

K (9/5): AAAH!

Action:

- RK JUMPS DOWN HOLE

K: AAAH!

- K RUNS ON/S

Timing:

FEB 10 2014

Production :

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ADVENTURE TIME



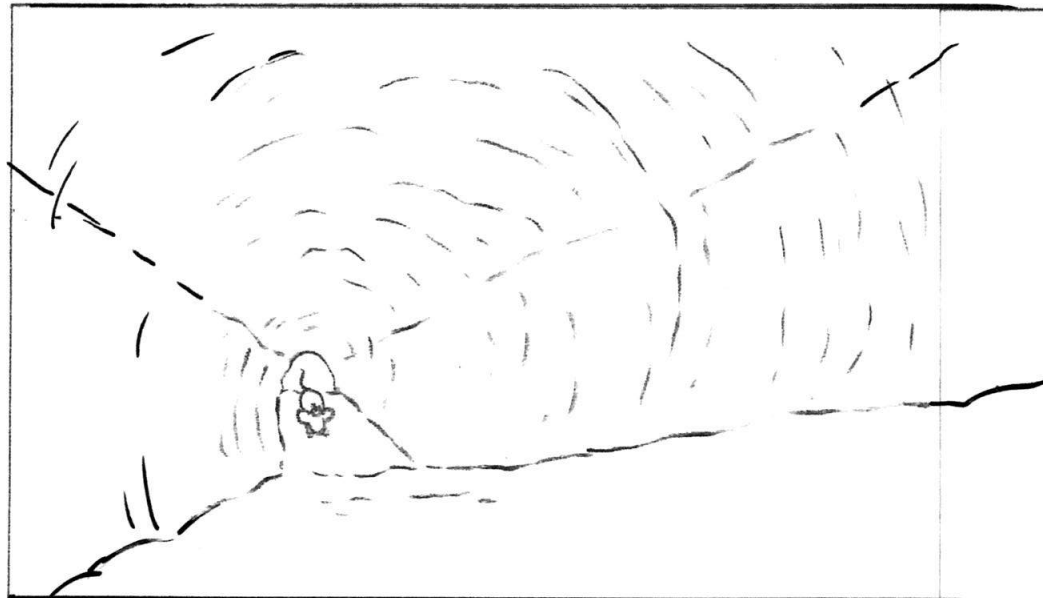
Page 101

Sc. 50

Pnl. A

Bg.

day night



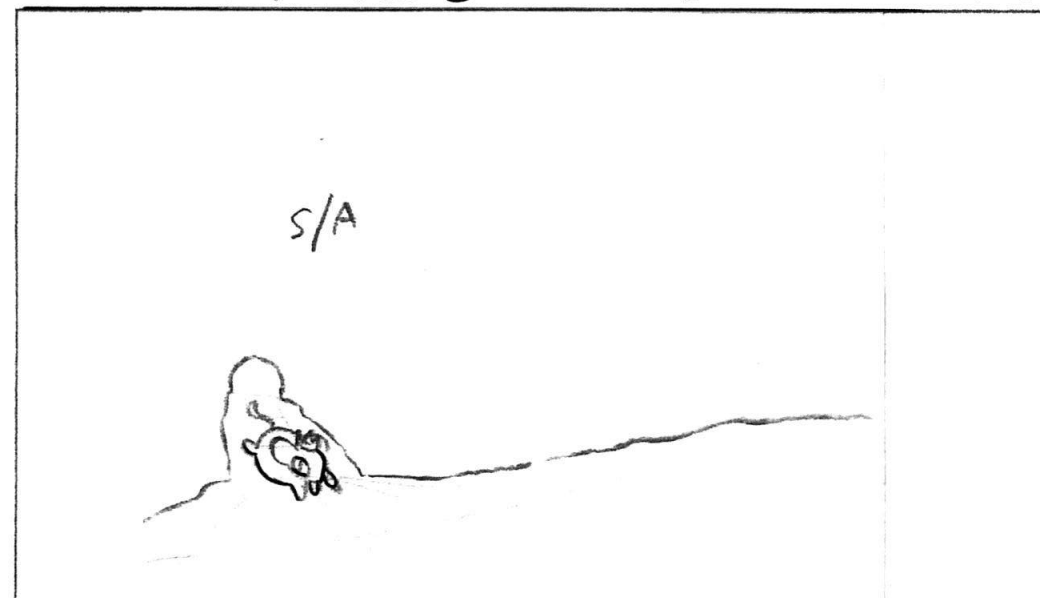
Sc. 50

CONT

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

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ADVENTURE TIME



Page 102

Sc. 50 *CONT*

Pnl. C

Bg.

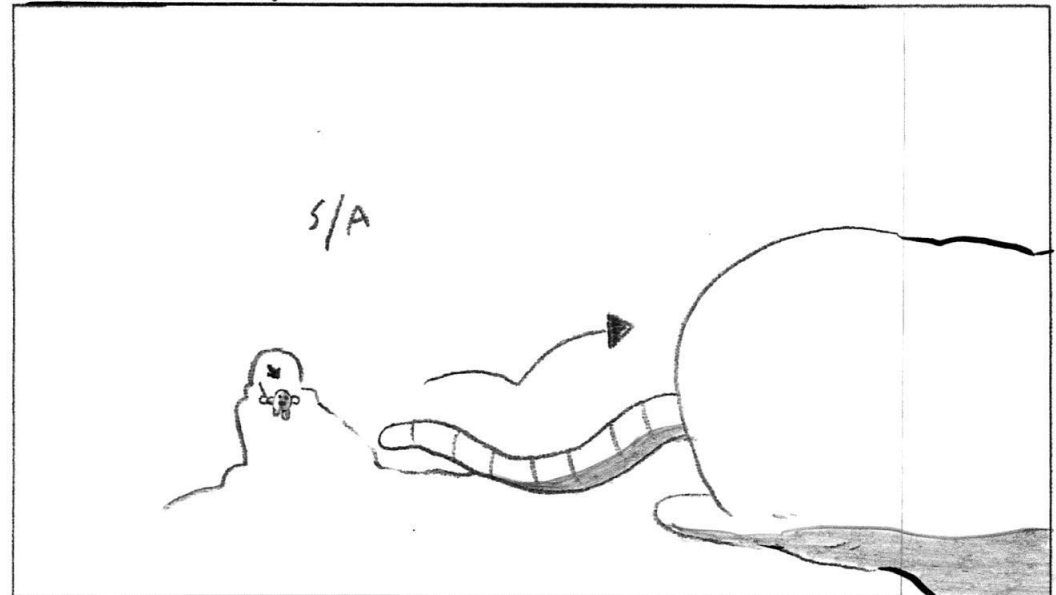
day night

Sc. 50 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

- RK RUNS UP INCLINE.

- KENT RUNS ON/S.

Timing:

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ADVENTURE TIME



Cut

Sc.	SO	Pnl.	Bg.	day	night	Sc.	SI	Pnl.	Bg.	day	night
	CONT	E						A			
Dialog: <u>K</u> : HEY, GET BACK HERE!											
Action: - RK RUNS OFF/S											
Timing: <div style="text-align: right;">FEB 10 2014</div>											

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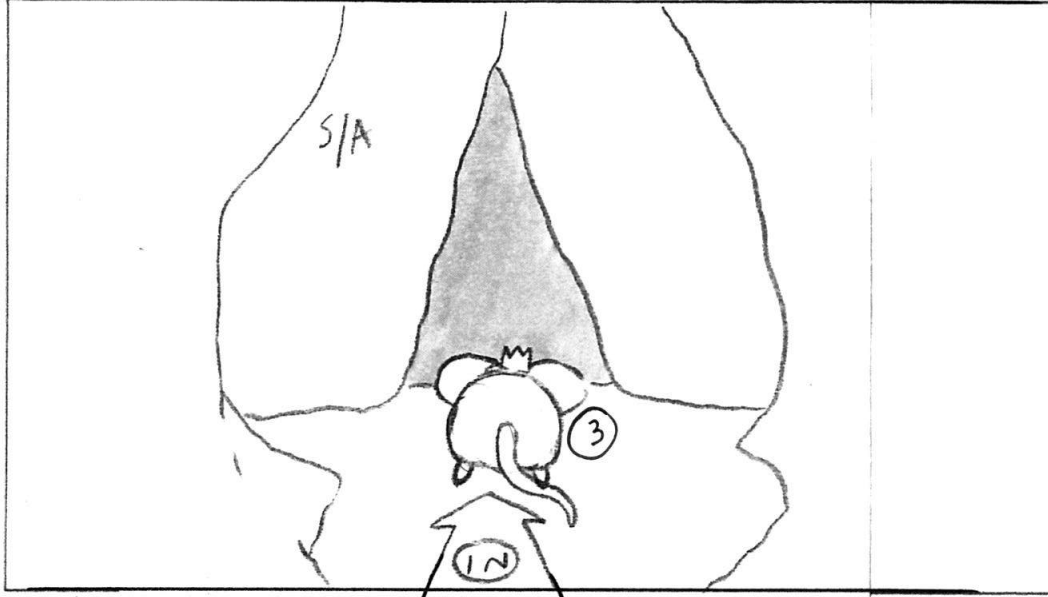


Cart

Sc. 51 *CONT* Pnl. B

Bg.

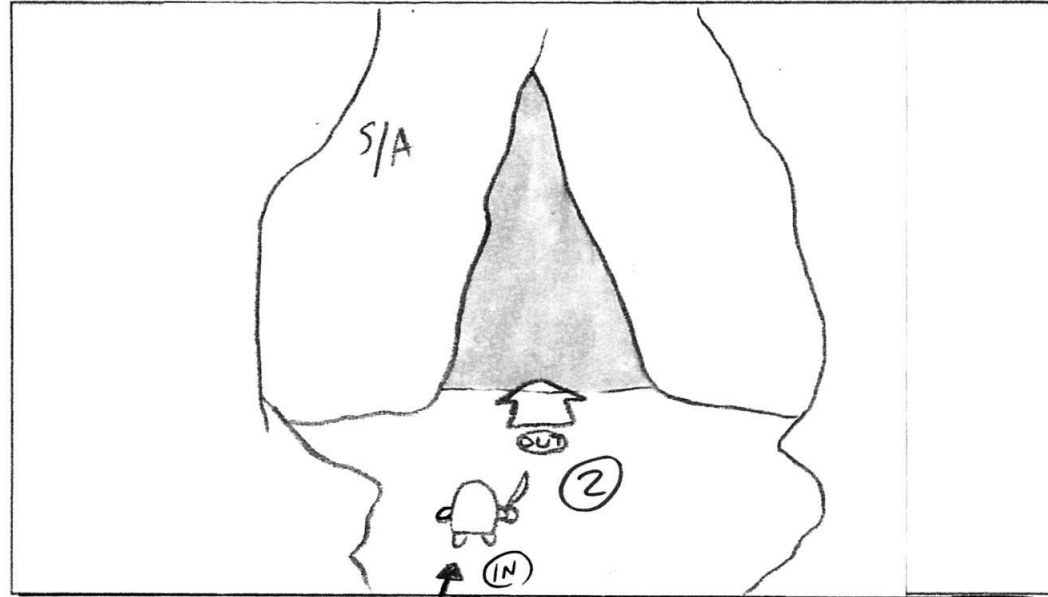
day night



Sc. 51 *CONT* Pnl. C

Bg.

day night

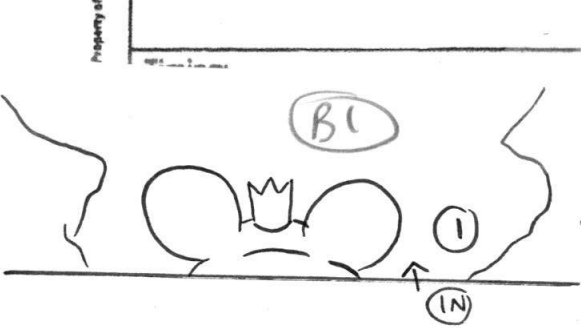


Dialog:

Action:

- RK RUNS ONIS.

- RK RUNS INTO DARKNESS.



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Page 105

Sc. 52

Pnl. A

Bg.

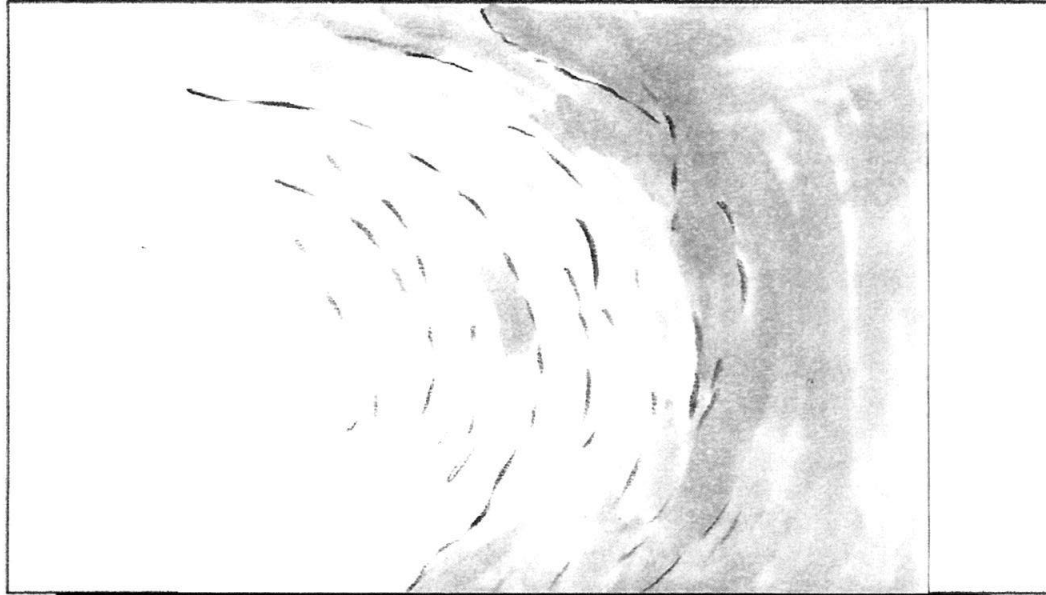
day night

Sc. 52 CONT

Pnl. B

Bg.

day night



Dialog:

K: DON'T RUN!

Action:

K: I'M SUPER NEW AT FIGHTS!
-K RUNS INTO DARK CAVE,

Timing:

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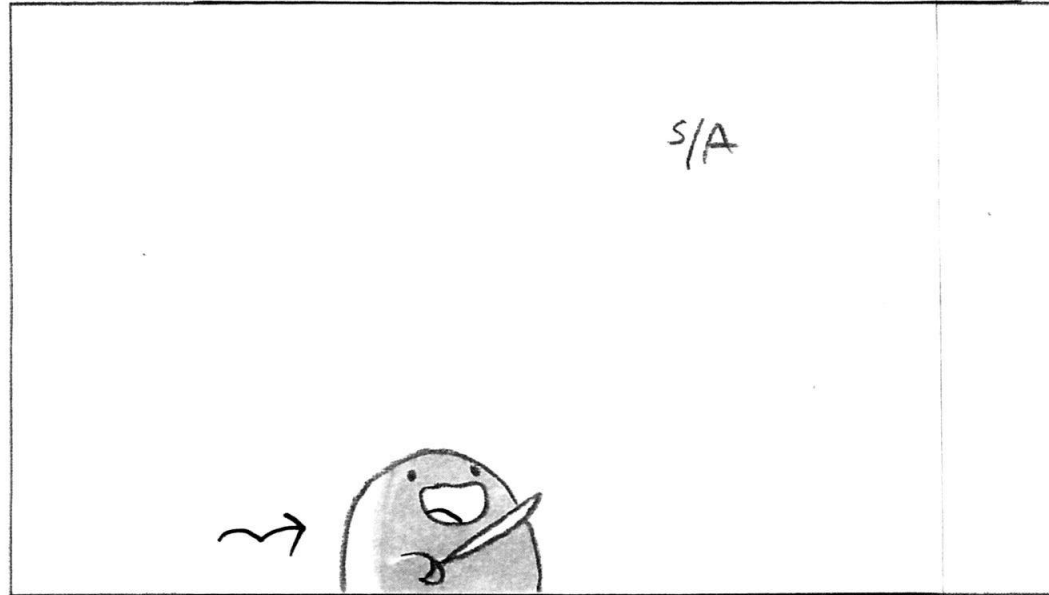


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Sc. 52 *CONT* Pnl. C

Bg.

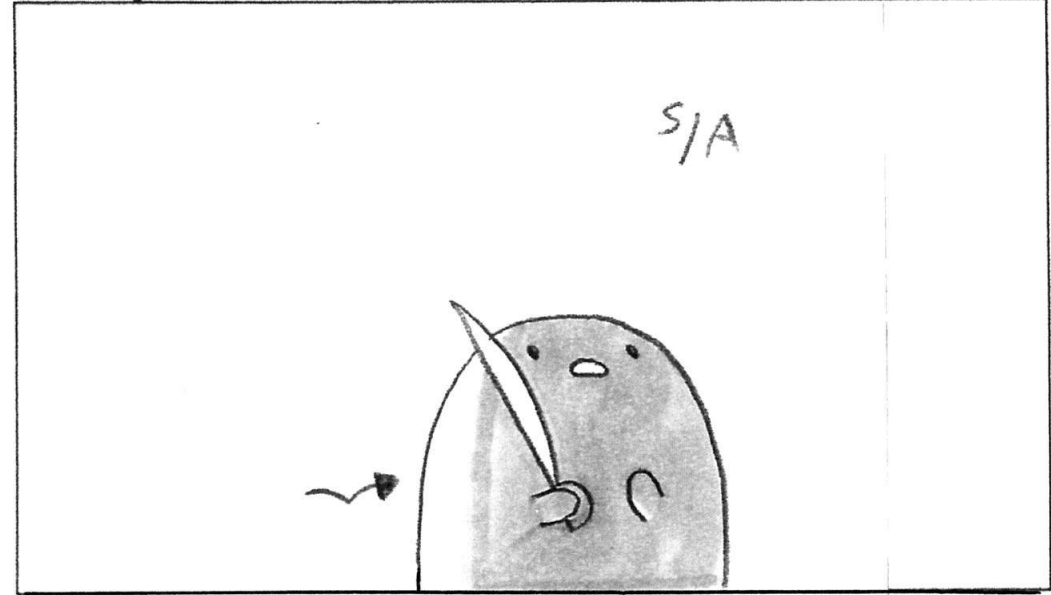
day night



Sc. 52 *CONT* Pnl. D

Bg.

day night



Dialog:

K: AND AT BEIN' ALIVE.

K: UHM

SFX: * RAT SQUEAKS *

Action:

- K. STOPS IN HIS TRACKS

Timing:

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*Hu
cut*

ADVENTURE TIME



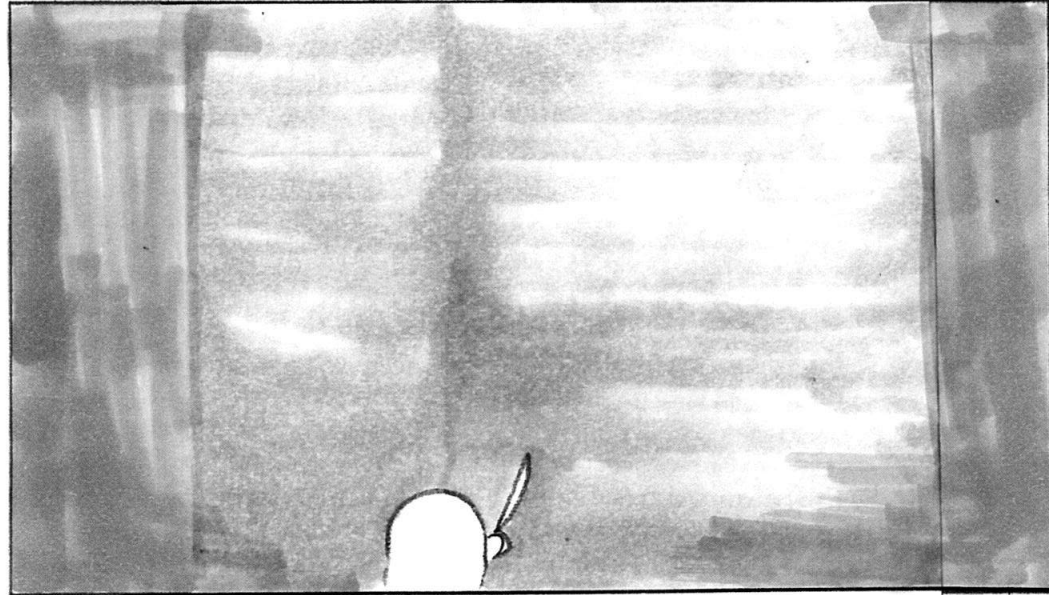
Page 107

Sc. 53

Pnl. A

Bg.

day night

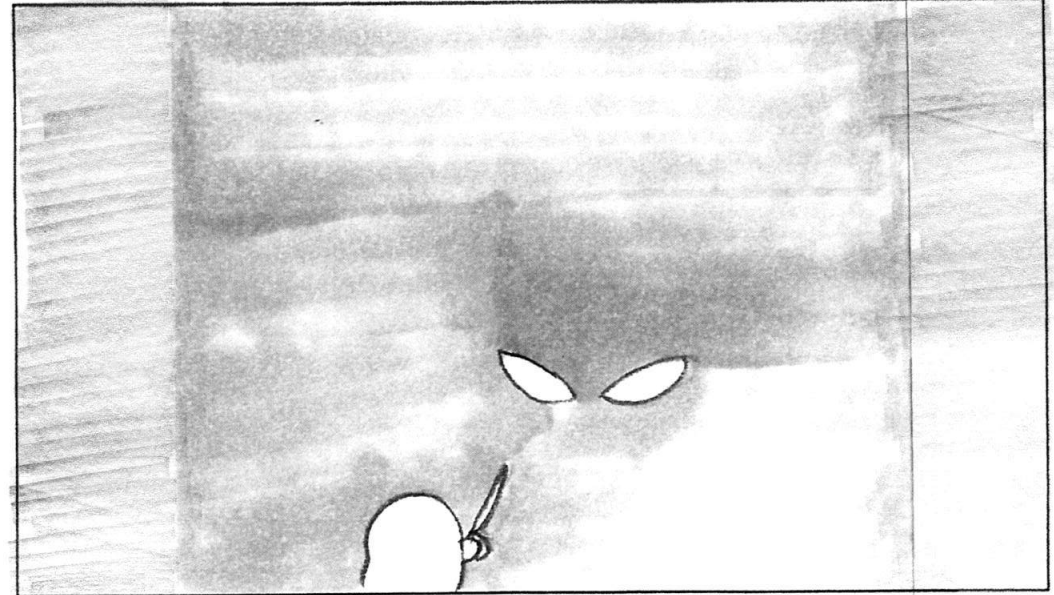


Sc. 53 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- GLOWING EYES APPEAR IN DARKNESS

Timing:

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the cut

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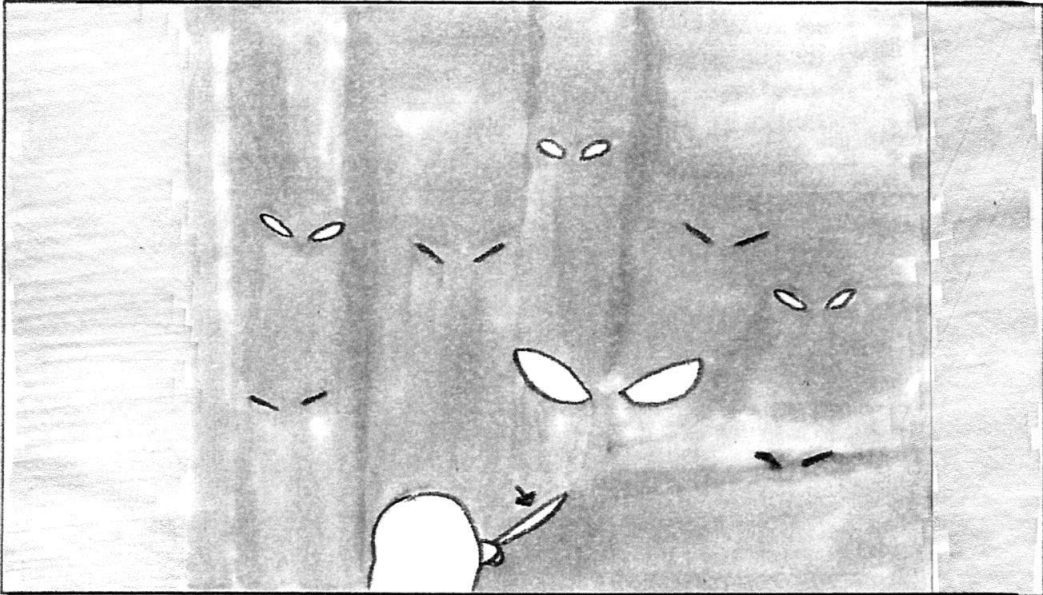


Sc. 53 CONT

Pnl. C

Bg.

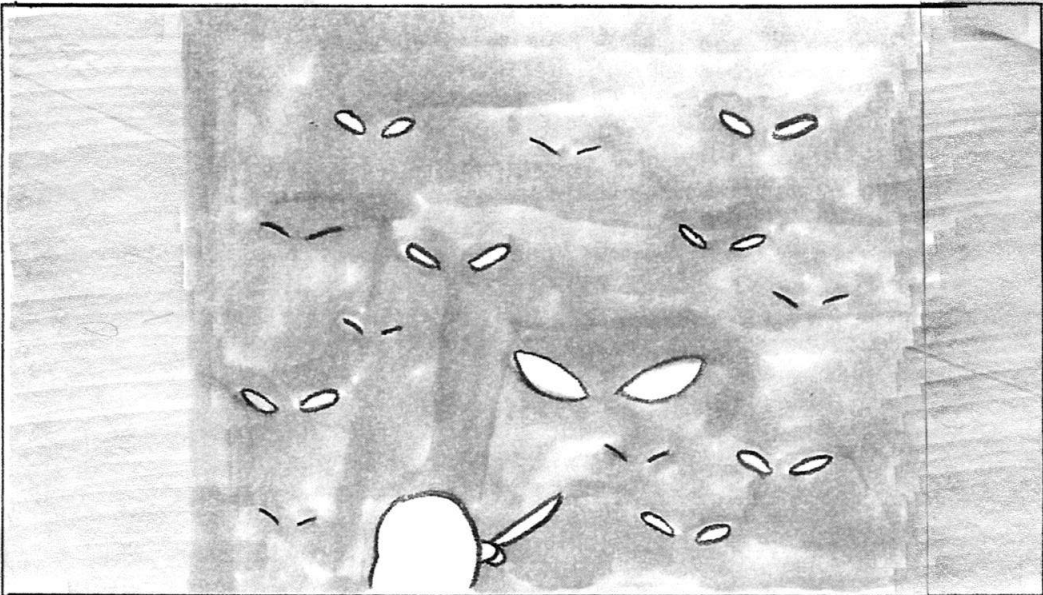
day night



Sc. 53 CONT Pnl. D

Bg.

day night



Dialog:

Action: MORE
- EYES APPEAR

- MORE EYES APPEAR

Timing:

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Sc. 53 CONT

Bg.

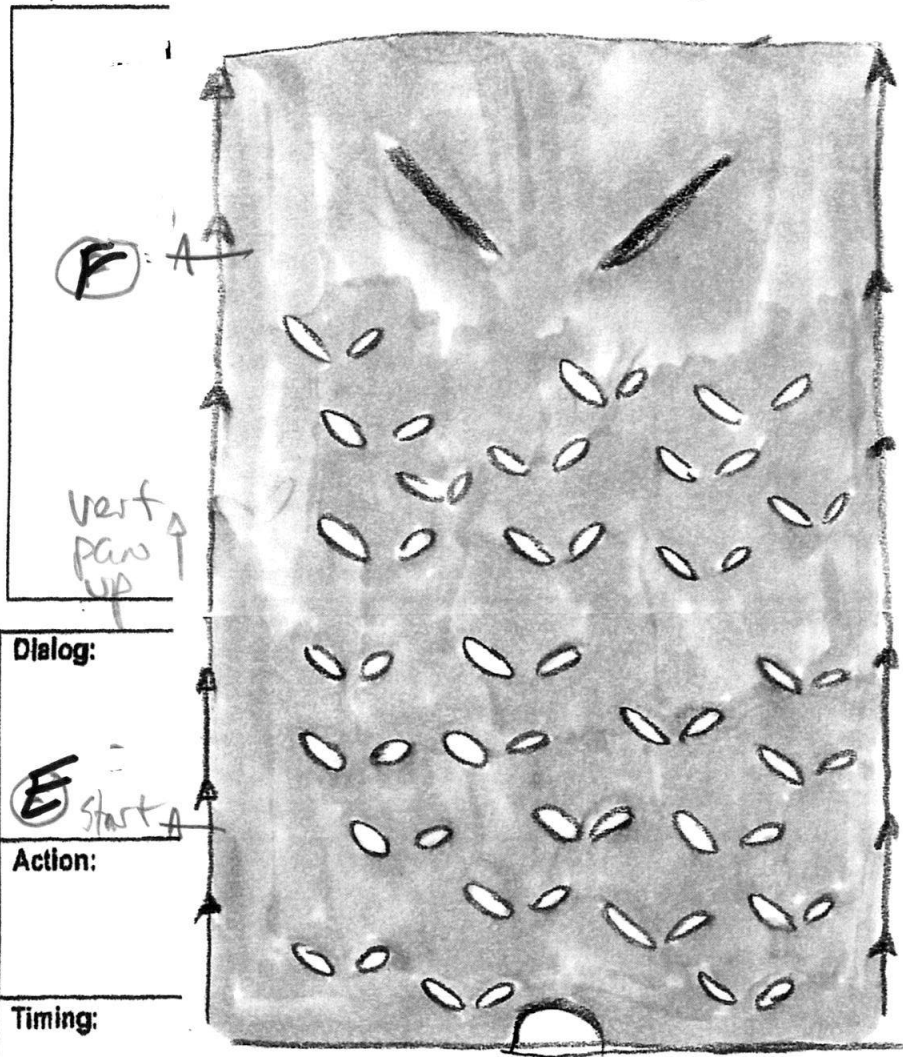
day night

Sc. 53 CONT Pnl.

9

Bg.

day night



Dialog:

E Start A

Action:

Timing:

Vert PAN UP TO BIG EYES
AS EYE APPEAR.



SFX: * SHING! *

-EYES OPEN & FLASH BRIGHT

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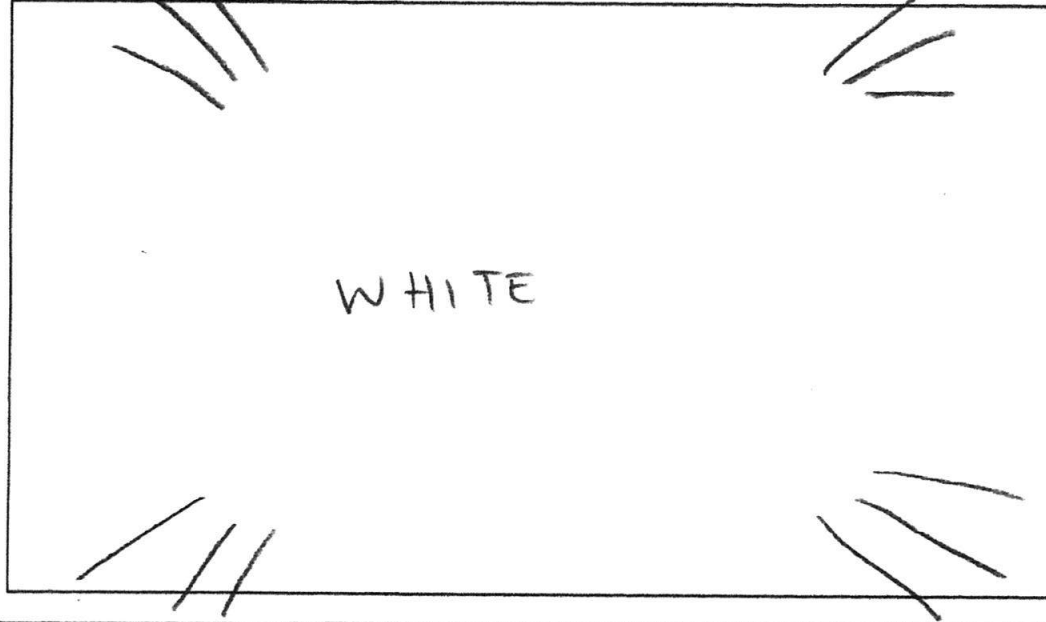
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ADVENTURE TIME

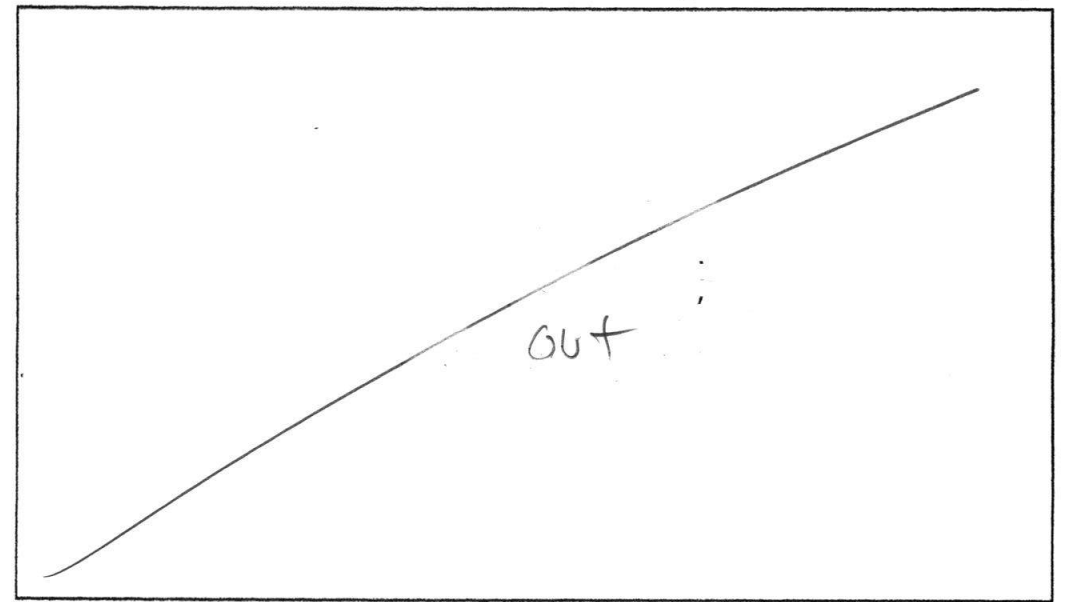


Page 110

Sc. 53 CONT Pnl. H Bg. day night



Sc. Pnl. Bg. day night



Dialog:	KENT : [GASP]
Action:	- WHITE FILLS SCREEN
Timing:	FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

ADVENTURE TIME



Cut

Page 111

Sc. 53 CONT Pnl. I Bg.

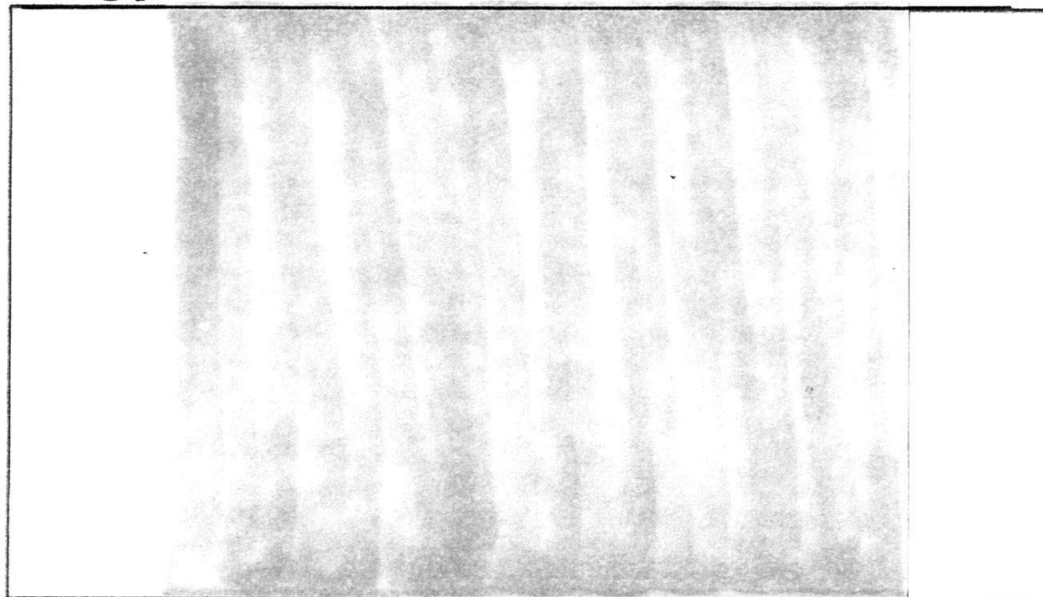
day night

Sc. 54

Pnl. A

Bg.

day night



Dialog:

Black Fr.

FADE IN

Action:

- HARD CUT TO BLACK

- FADE IN ON BRUISED KENT

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME



Page 112

Sc. S4 CONT Pnl. B

Bg.

day night



Sc. S4 CONT Pnl. C

Bg.

day night



Dialog:

K: UUH...

Action:

-KENT SLOWLY OPENS EYES

Timing:

DEW DROP (O/S): Hi!

FEB 10 2014



Itu
Cust

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

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Hu
Cut

ADVENTURE TIME



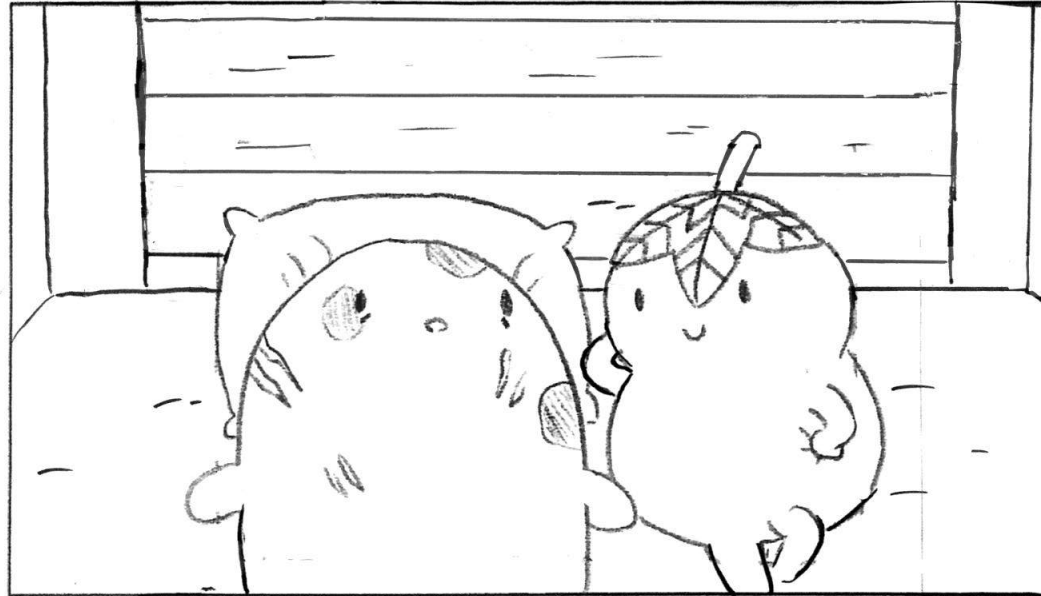
Page 113

Sc. 54A

Pnl. A

Bg.

day night



Sc. 54A *cont*

Pnl. B

Bg.

day night



Hu
Cut

Dialog:

K: HW-WHO ARE YOU?

DD: AH-HAAAAHA~

Action:

- TRUCK OUT TO INCLUDE DEWDROP
- KENT LOOKS AT DEWDROP

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

HW
cut

ADVENTURE TIME



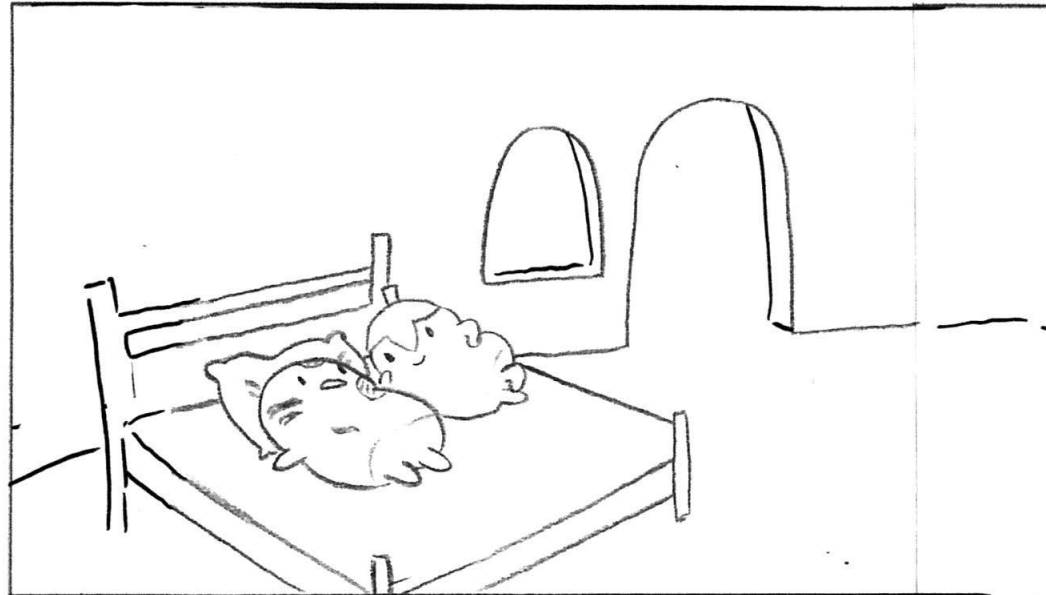
Page 114

Sc. 55

Pnl. A

Bg.

day night

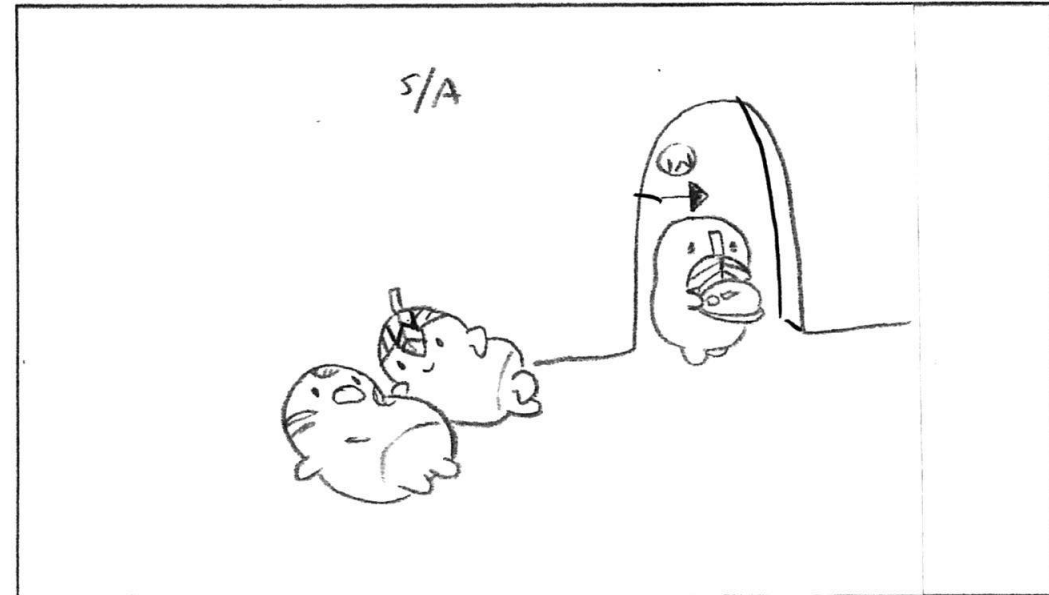


Sc. 55 *CONT*

Pnl. B

Bg.

day night



Dialog:

K: WHERE AM I?

K: WHY DO MY PARTS HURT?

Action:

-LEAF BEARD ENTERS

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

Ho
Cut

ADVENTURE TIME



Page 115

Sc. 56

Pnl. A

Bg.

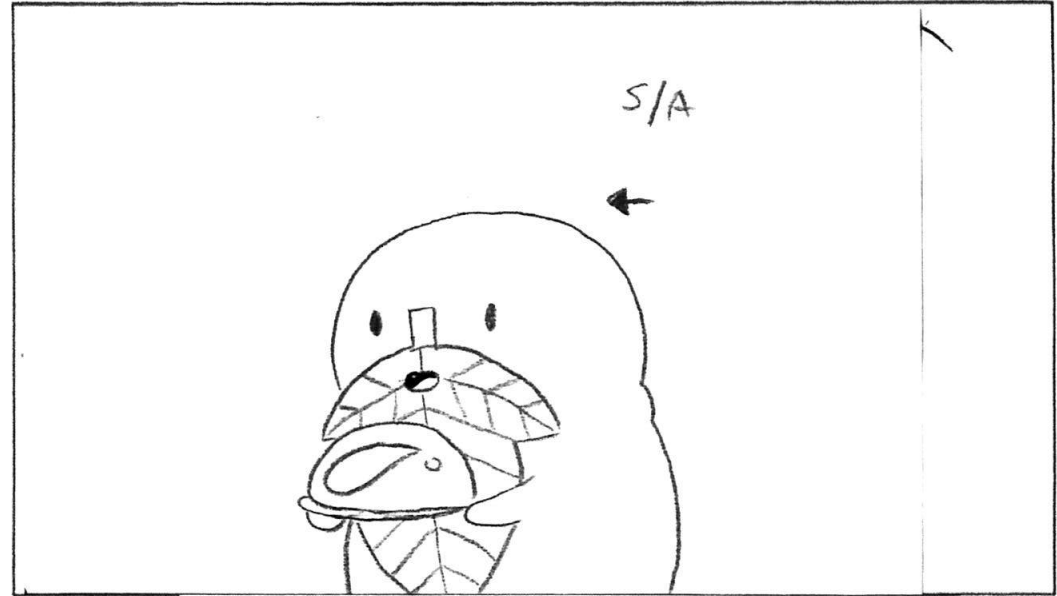
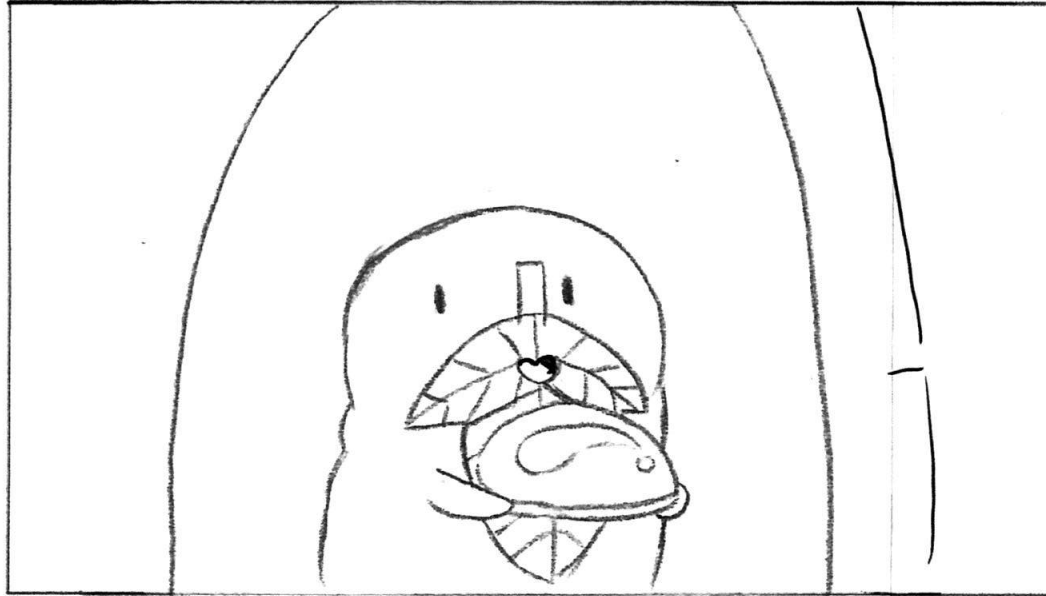
day night

Sc. 56 *cont*

Pnl. B

Bg.

day night



Dialog:

LEAF BEARD: OH GOOD, --

LB: YOU'RE AWAKE

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Cut

Page 116

Sc. 56 CONT

Pnl. C

Bg.

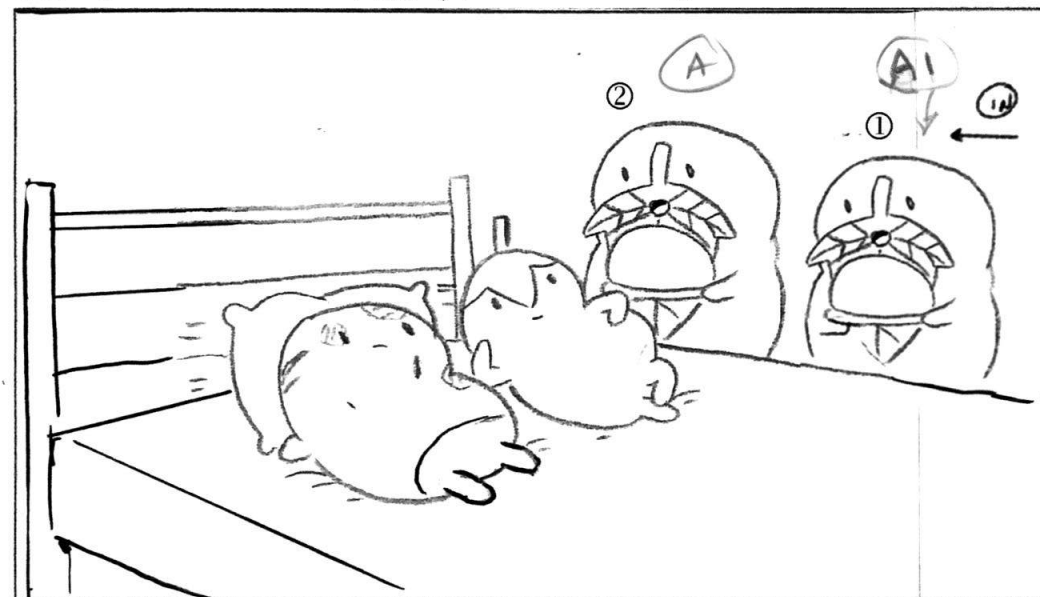
day night

Sc. 57

Pnl. A

Bg.

day night



Dialog:

LB: I FOUND YOU BLONKED OUT AND
BRUISED IN THE TUNNELS...

LB: I AM LEAFBEARD

Action:

- LB BOWS

- LB WALKS ON/S

FEB 10 2014

Timing:



②

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME

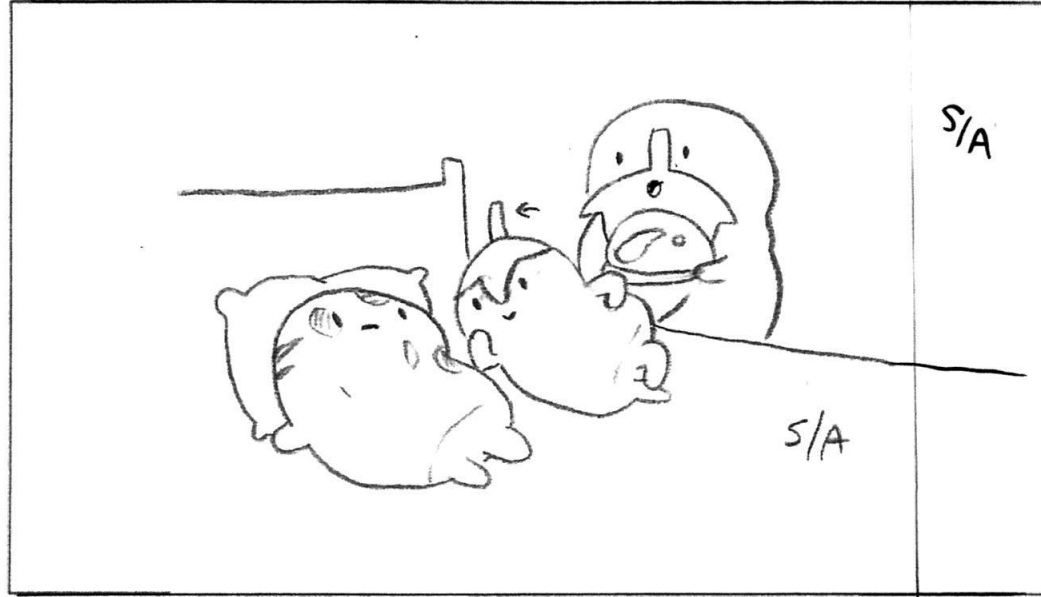


Page 117

Sc. 57 CONT Pnl. B

Bg.

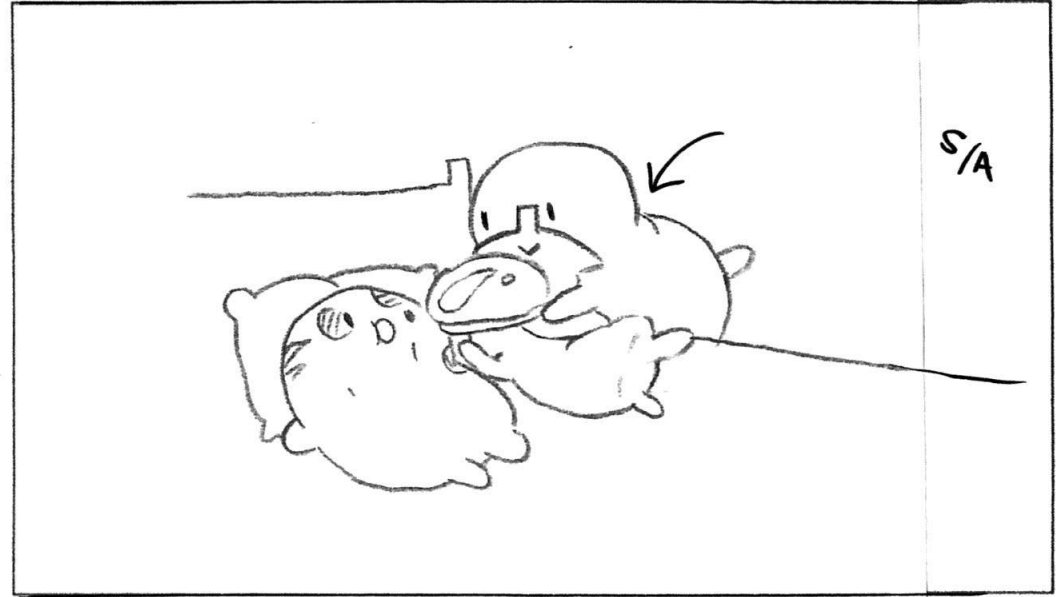
day night



Sc. 57 CONT Pnl. C

Bg.

day night



Dialog:

LB: BUT IF YOU DRINK OF OUR
DEWDROPS IT WILL FIX UP ALL
YOUR OUCHIES.

DD: OOF!

Action:

- DD TURNS TOWARDS KENT

- LB LEANS OVER TO FEED KENT

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Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



Sc. 57 CONT

Pnl. D

Bg.

day night

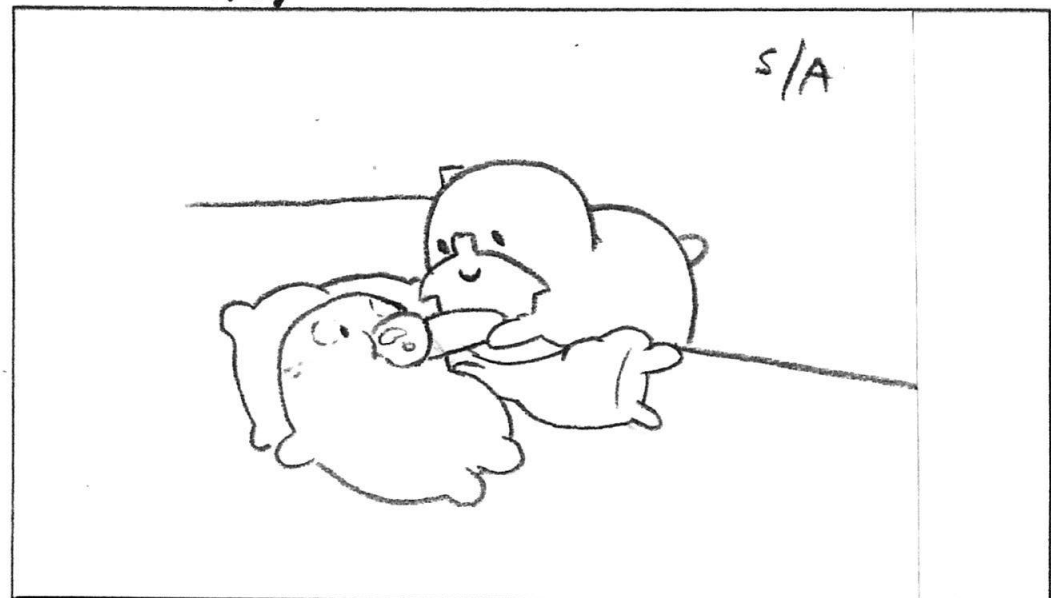
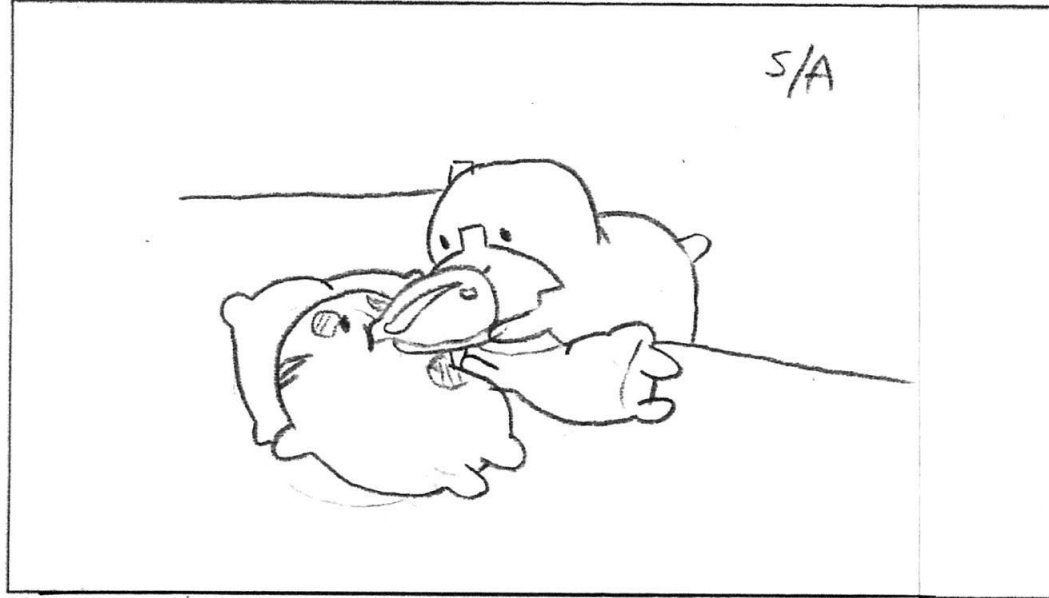
Sc. 57 CONT

Pnl. E

Bg.

Page 118
NO PG 119
day night

HU
Cut



Dialog:

K: [DRINKING]

K: [GULP]

Action:

-KENTS WOUNDS DISAPPEAR

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page 120

Sc. 58

Pnl. A

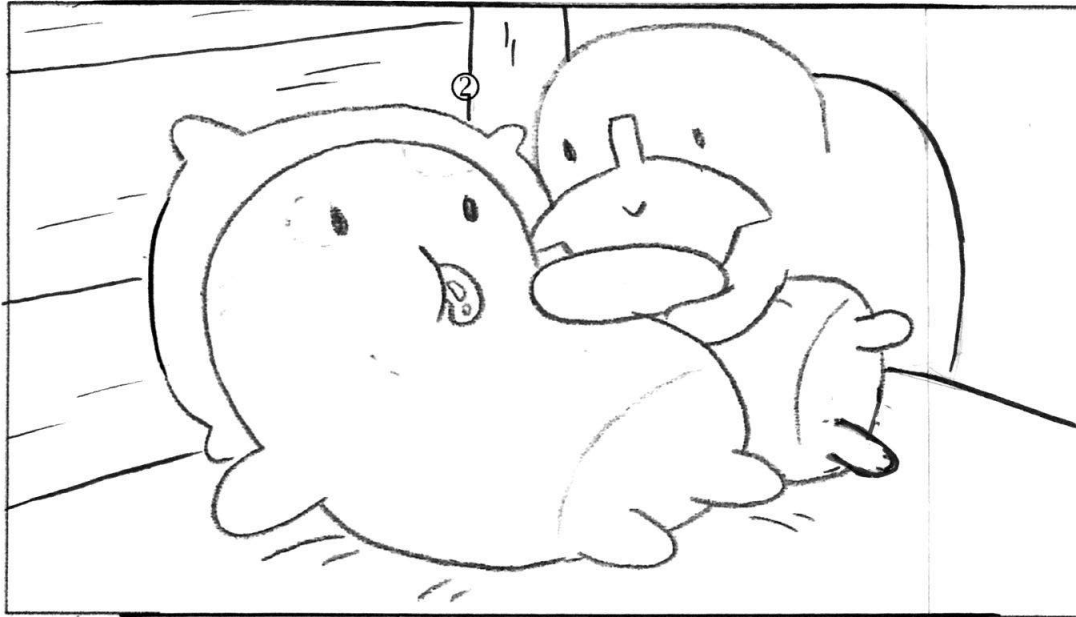
Bg.

day night

Sc. 58 CONT Pnl. B

Bg.

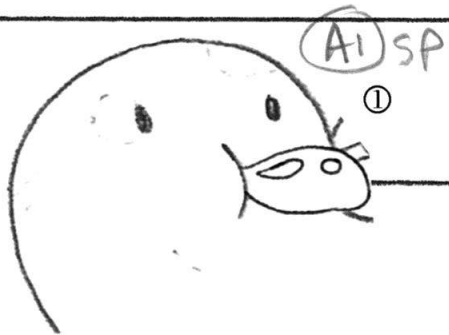
day night



Dialog:

K: SLURRP

Action:



- K. SUCKS IN THE REST OF DEWDROP.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME



Sc. 58 CONT

Pnl. C

Bg.

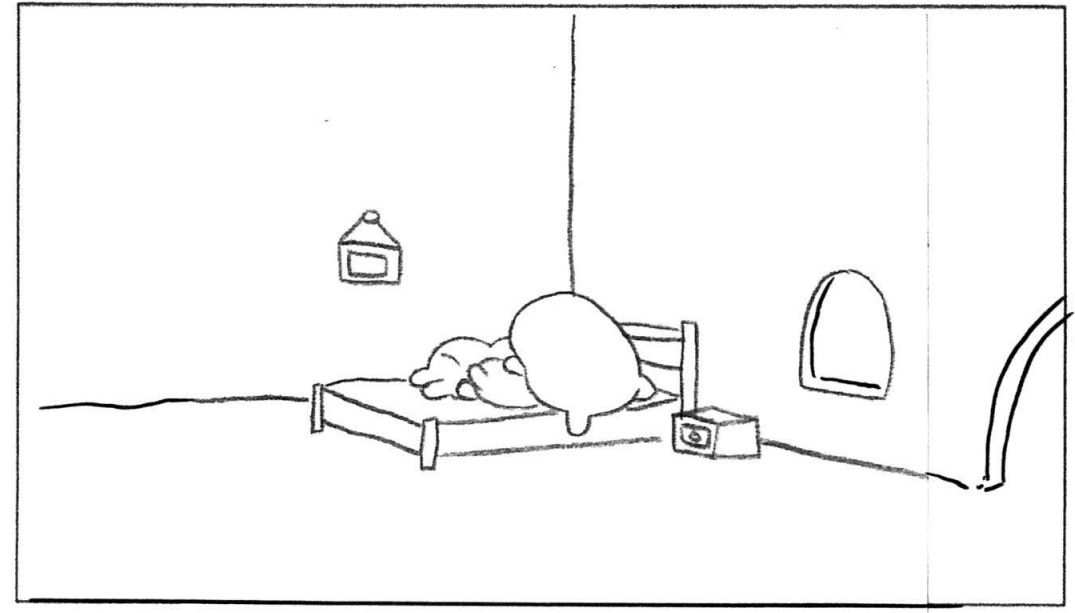
day night

Sc. 59

Pnl. A

Bg.

day night



Dialog:

K: PPPBBBT

LB: HNGH ...

LB: HNG

Action:

K BLOWS RASPBERRY

FEB 10 2014

Timing:

EPISODE # 1025-172
1025/172

Production :

ADVENTURE TIME



Sc. S9 *cont* Pnl. B Bg. day night

Sc. S9 *cont* Pnl. C Bg. day night

Dialog:

LB: THE RAT KING MADE HIS WAY
TO OUR END OF THE ROOTS-

Action:

- LB SCOOTs OFF BED.

Timing:

FEB 10 2014

ADVENTURE TIME



Page 123
day night

Sc. 59 *CONT* Pnl. D

Bg.

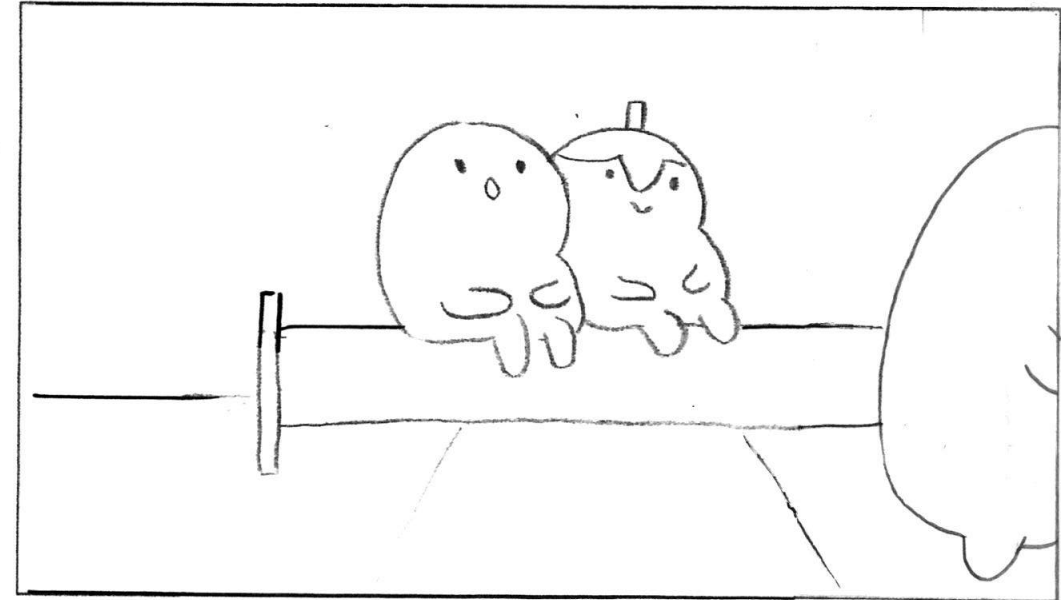
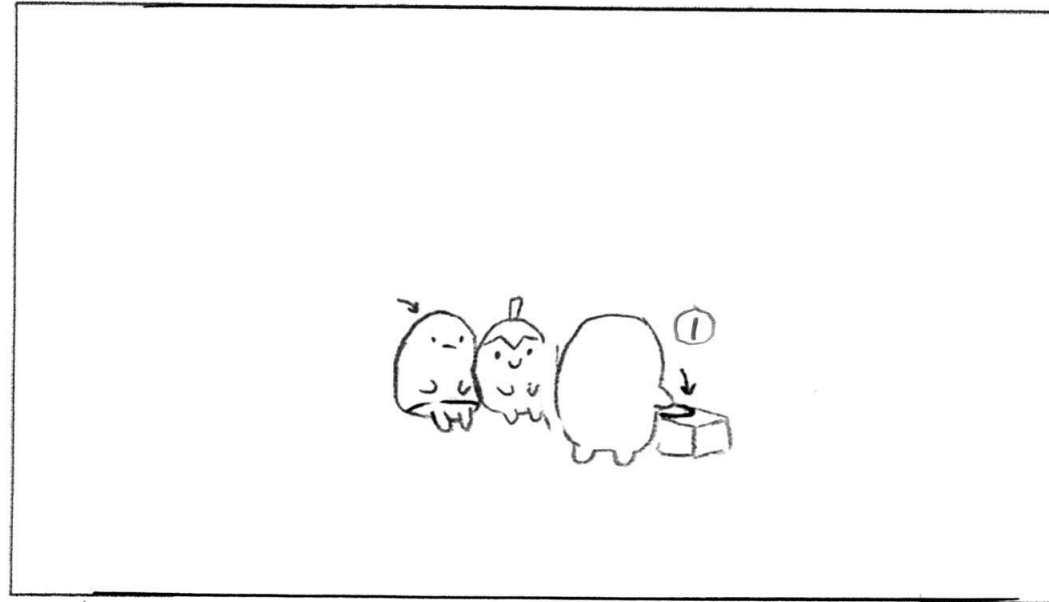
day night

Sc. 60

Pnl. A

Bg.

day night



Dialog:

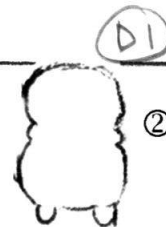
LB: Y-YOU SHOULD BE MORE CAREFUL

HE'LL MUSS YOU UP FOR REAL NEXT TIME K: OH.

Action:

- K + DD SIT UP

Timing:



FEB 1 0 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



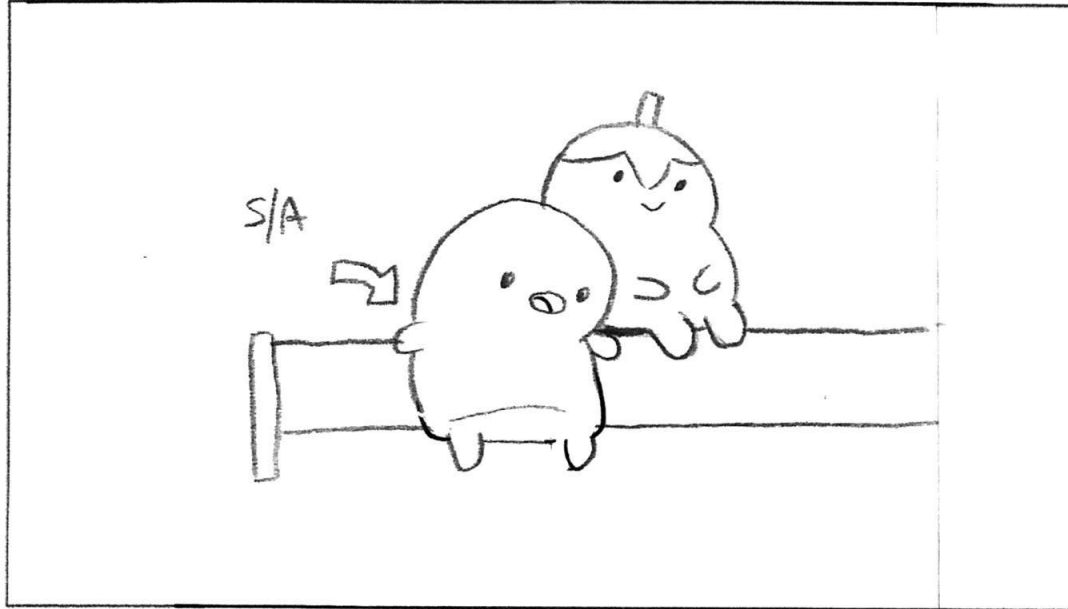
Page 124

HW
Cust

Sc. 60 *CONT* Pnl. B

Bg.

day night



Sc. 60 *CONT* Pnl. C

Bg.

day night



Dialog:

K: OH, OK-

K: WHAT'S A RAT KING? DD: [GASP!]

Action:

- KENT HOPS OFF BED

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Page 125

Sc. 61

Pnl. A

Bg.

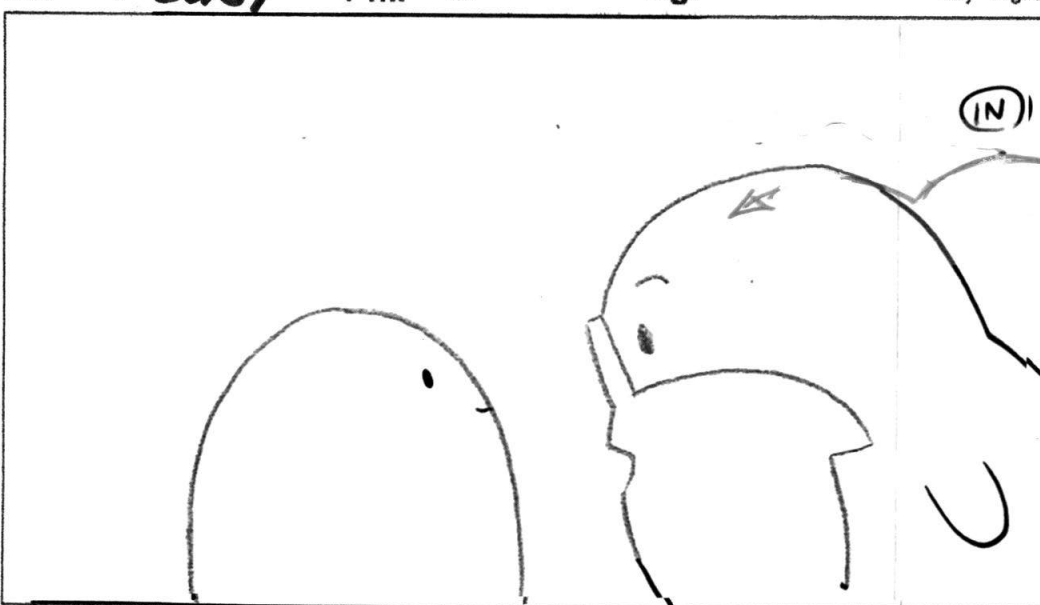
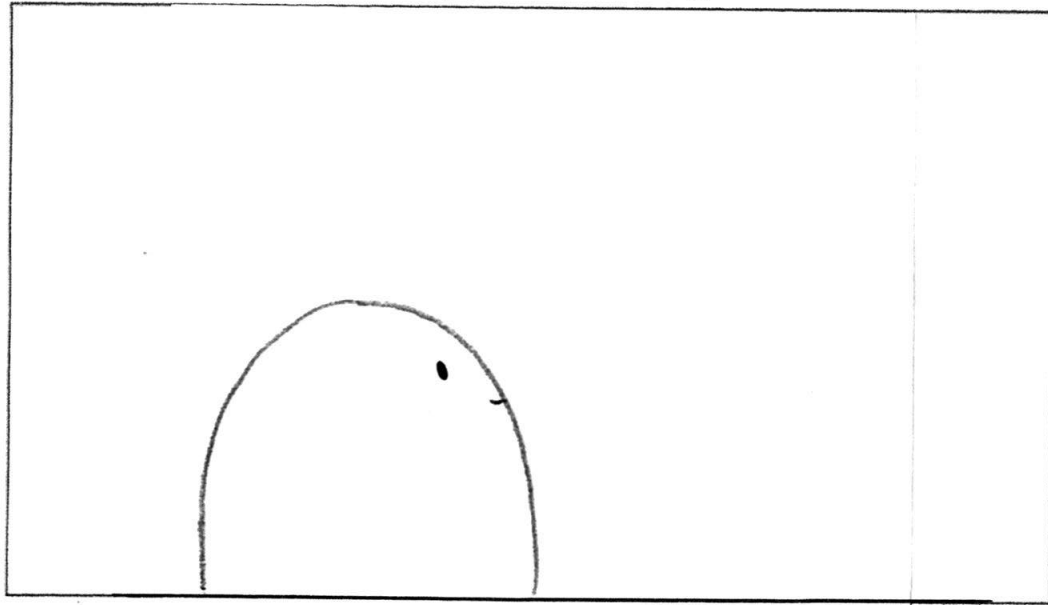
day night

Sc. 61 *cont*

Pnl. B

Bg.

day night



Dialog:	
(o/s) LB: OH!	LB: YOU'RE NOT FROM THE ROOTS?
Action:	
Timing:	

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Production :

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1025/172

HW
cont

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ADVENTURE TIME



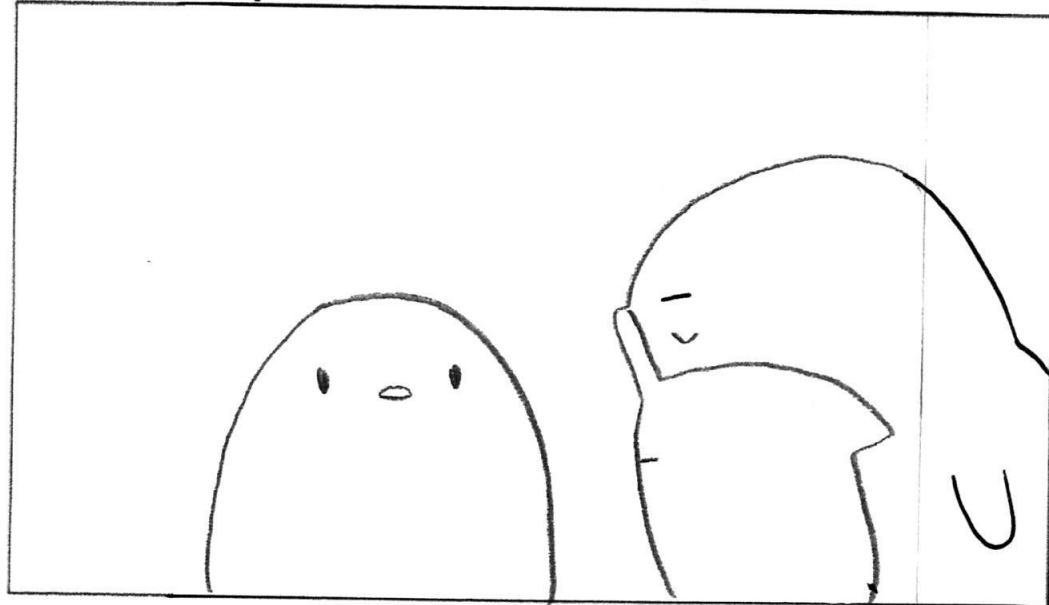
Page 126

Sc. 61 *cont*

Pnl. C

Bg.

day night

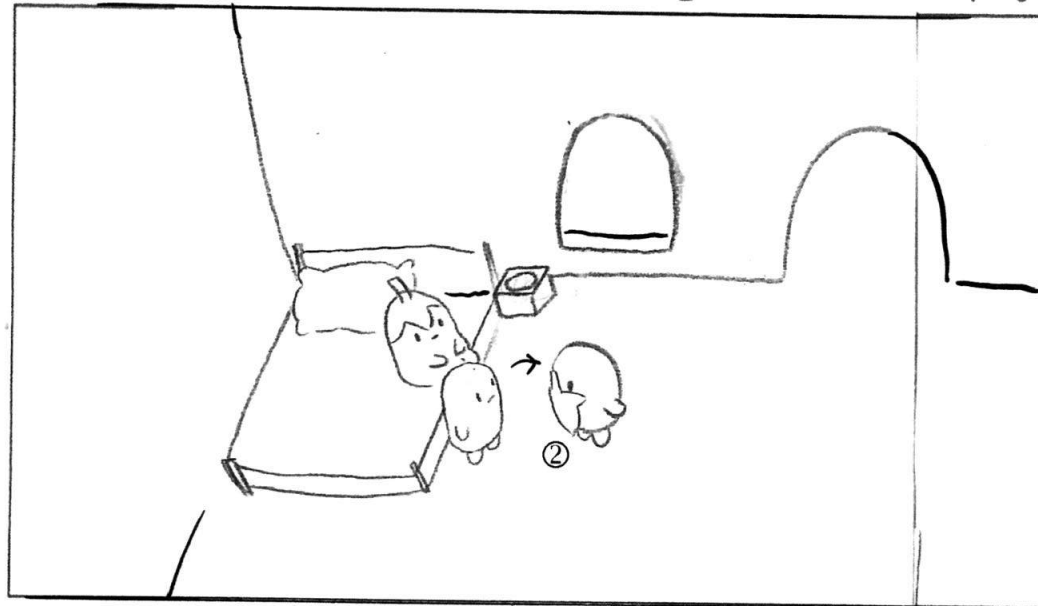


Sc. 62

Pnl. A

Bg.

day night



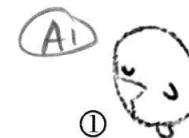
Dialog:

K: (WHISPERS) I'M FROM MY BROTHER'S BUTT MAYBE.

Action:

Timing:

LB: THE RAT KING HAS BEEN
— DESTROYIN' OUR HOME.



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1025/172

ADVENTURE TIME



Ho
Ant

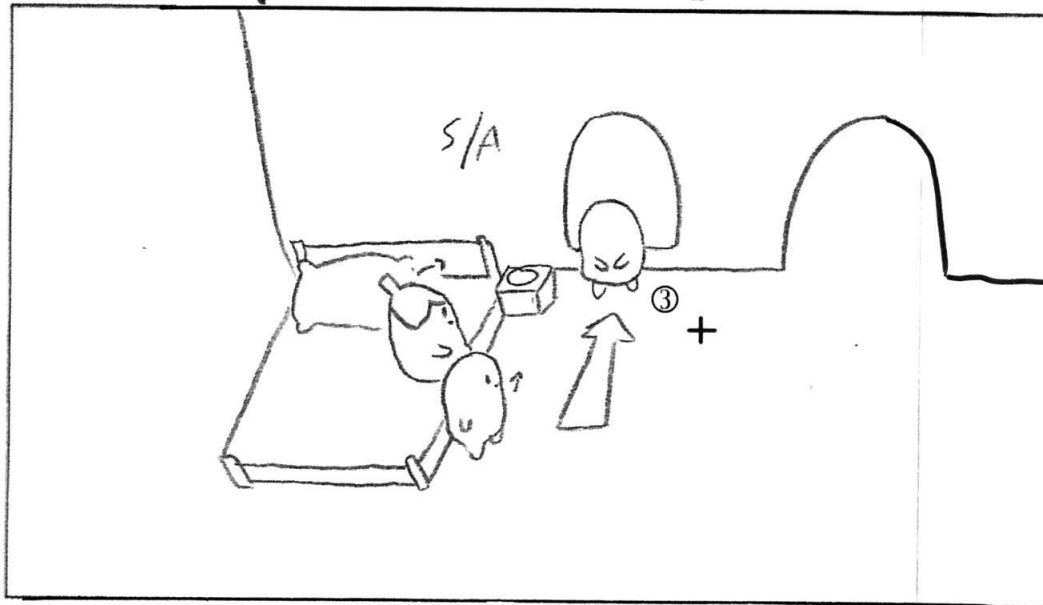
Page 127

Sc. 62 *CONT*

Pnl. B

Bg.

day night

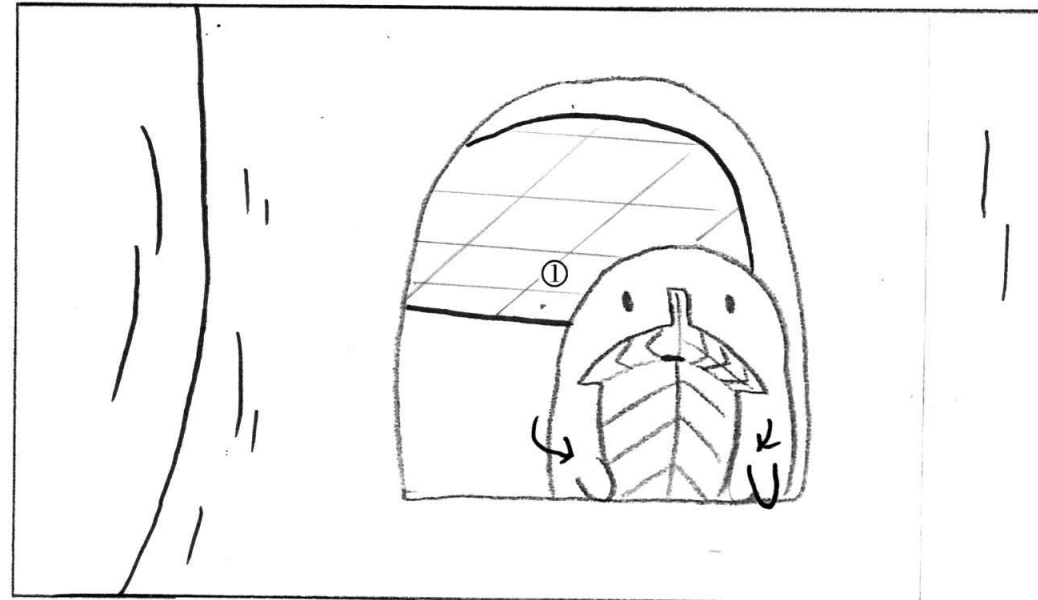


Sc. 63

Pnl. A

Bg.

day night



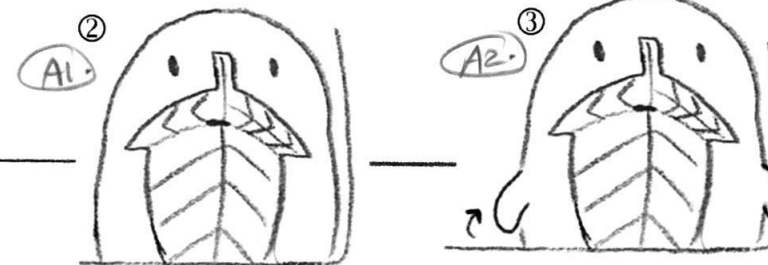
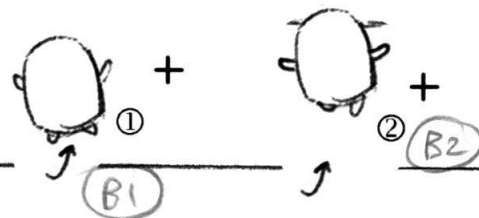
Dialog:

LB: CHEWIN' UP THE ROOTS OF THIS TREE-

Action:

- LB TOUCHES WINDOW SILL.

Timing:



FEB 10 2014

Production :

1025/172

EPISODE # 1025-172

1025/172

ADVENTURE TIME



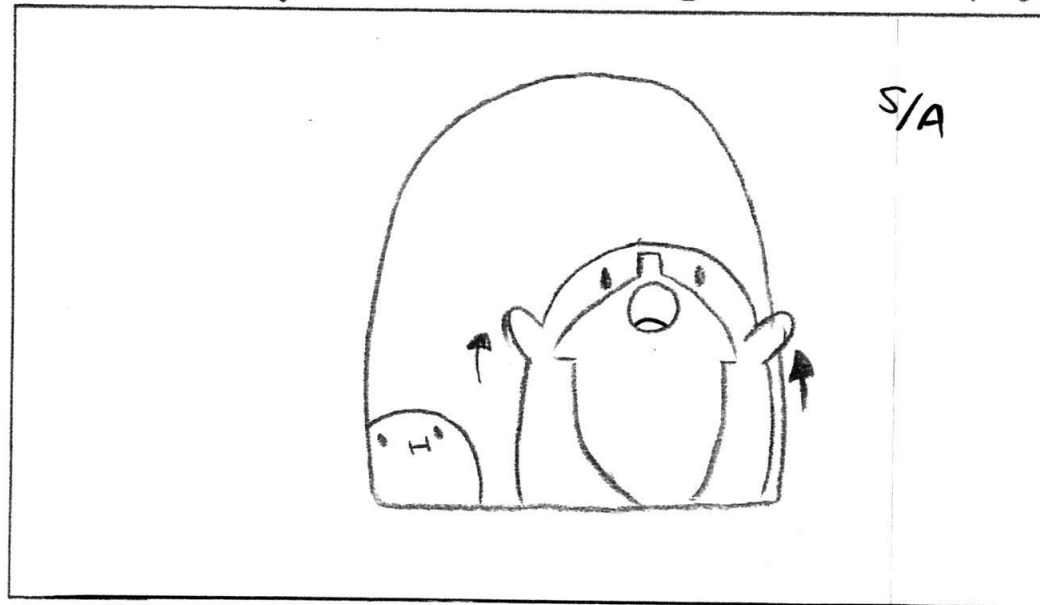
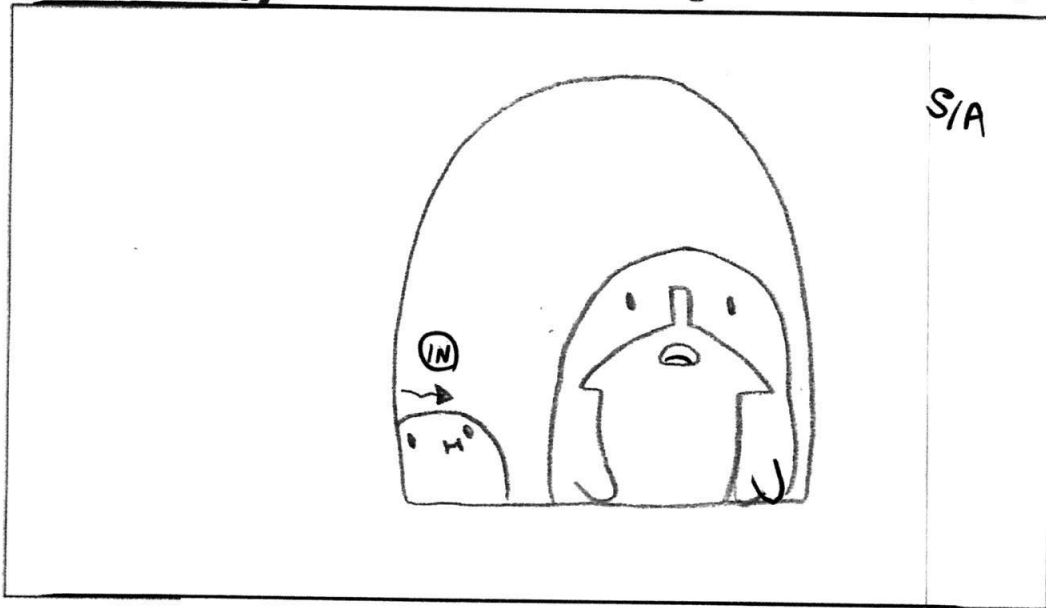
Page 128

Sc. 63 *CONT* Pnl. B Bg.

day night

Sc. 63 *CONT* Pnl. C Bg.

day night



Dialog:

LB: THIS TREE-

Action:

- K. WALKS INTO VIEW.

LB: THAT GIVES US-

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

Cut

Cut

ADVENTURE TIME

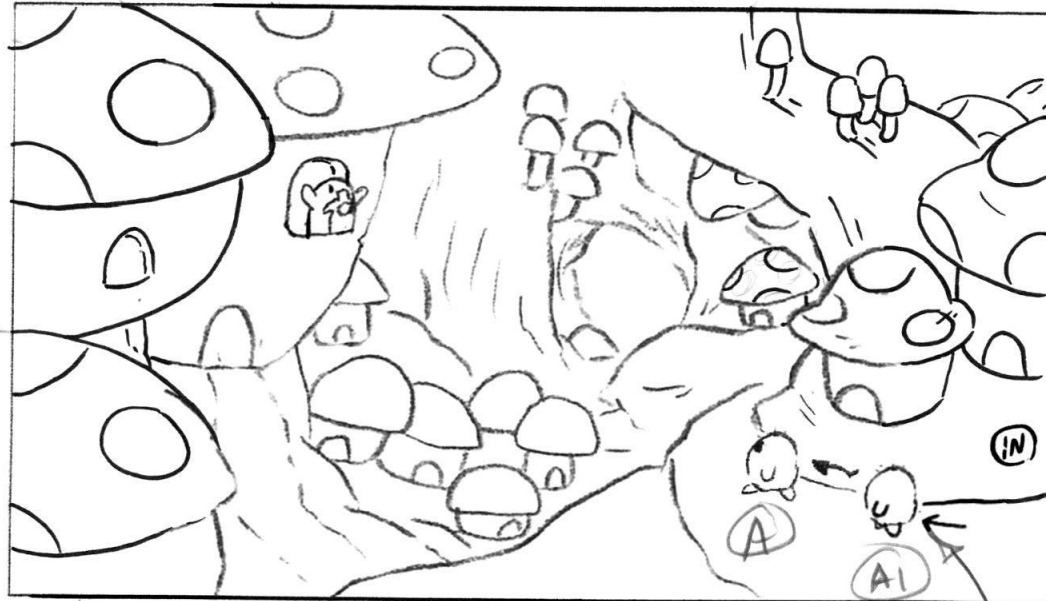


Sc. 64

Pnl. A

Bg.

day night

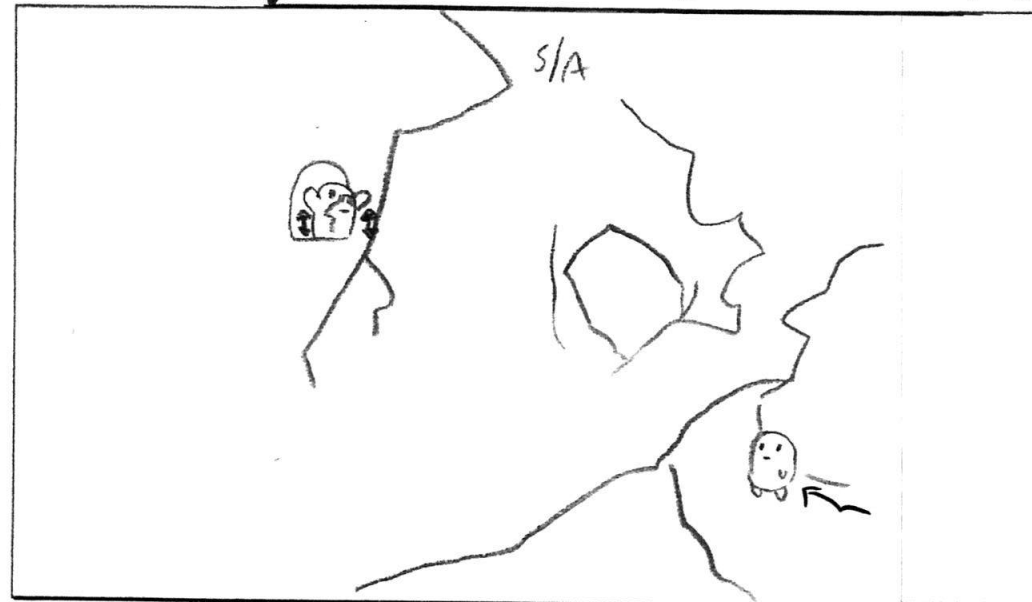


Sc. 64 *CONT*

Pnl. B

Bg.

day night



Dialog:

LB: LIFE!!

Random Dewdrop

(AI) (dewdrop)

Action:

- LB WAVING ARMS
- RANDOM DEWDROP WALKS ON/S.

- LB WAVING ARMS
- RANDOM DEWDROP STOPS

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

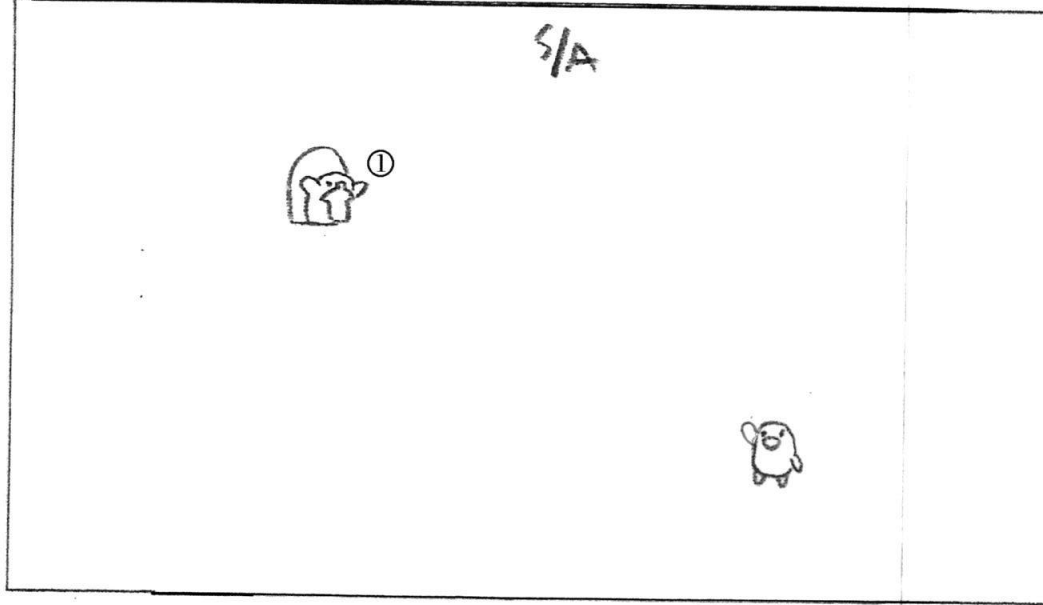
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ADVENTURE TIME



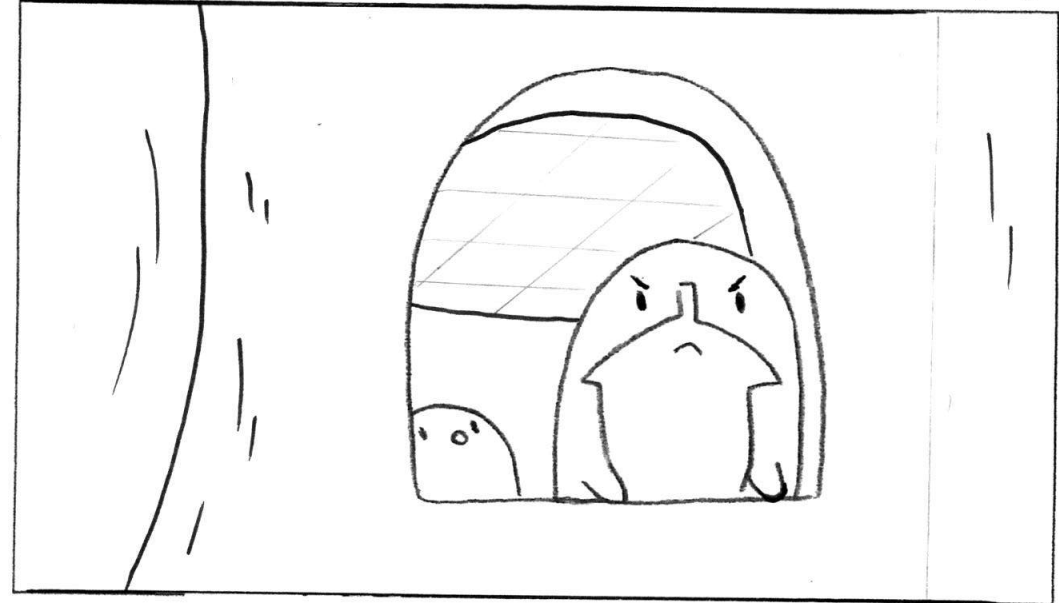
Page 130
day night

Sc. 64 *CONT* Pnl. *C* Bg.



day night

Sc. 65 Pnl. A Bg.



day night

Dialog:

RANDOM DEWDROP : HAAAAAY!



Action:

- RANDOM DEWDROP WAVES TO LB

K: SO HE'S A BAD GUY?

Timing:



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ADVENTURE TIME



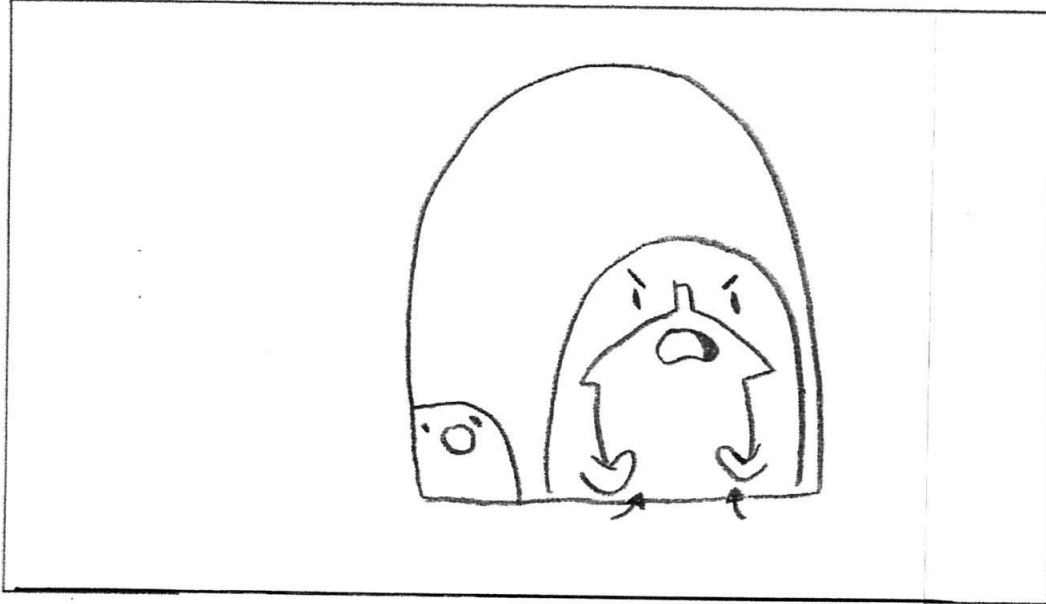
Page 131

Sc. 65 CONT

Pnl. B

Bg.

day night

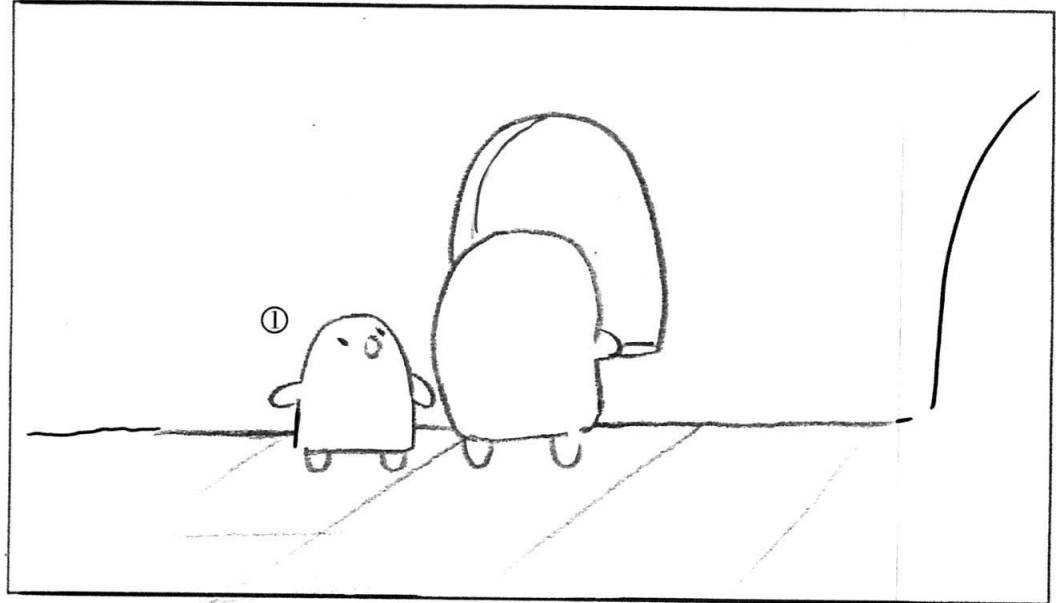


Sc. 66

Pnl. A

Bg.

day night



Dialog:

LB: SO SICK NASTY BAD!

Action:

Timing:

(A1)

(2)



FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Sc. 66 *CONT*

Pnl. B

Bg.

day night

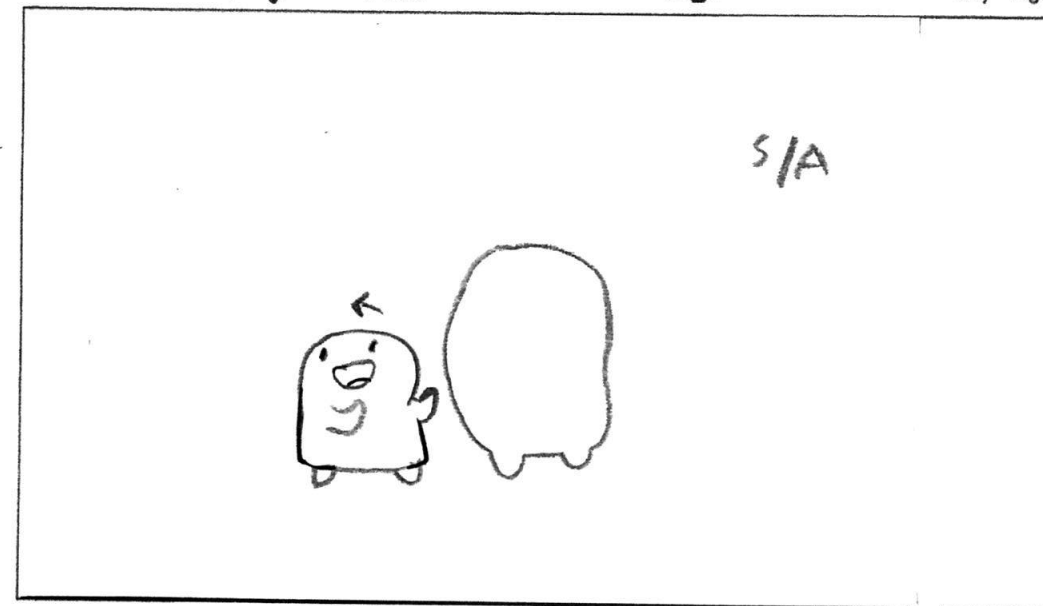
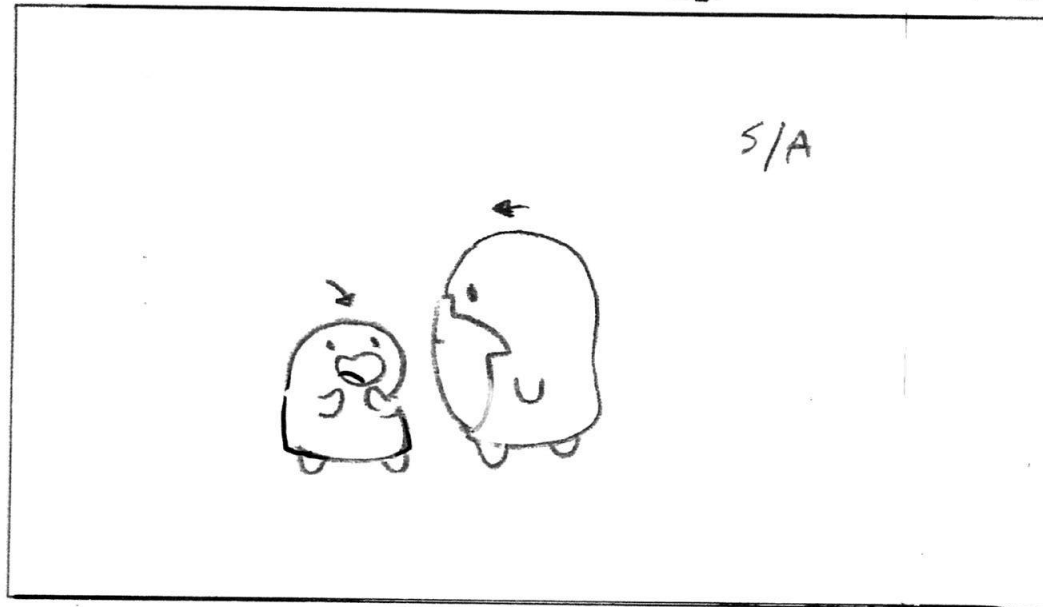
Sc. 66 *CONT*

Pnl. C

Bg.

Page 132

day night



Dialog:

K/ That means I gotta fight him!
That's what my brother said to do!

Action:

- LB TURNS TOWARDS K.

K: WHERE'S MY SWORD?!

- K LOOKS AROUND EXCITEDLY.

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

Cut

Cut

ADVENTURE TIME



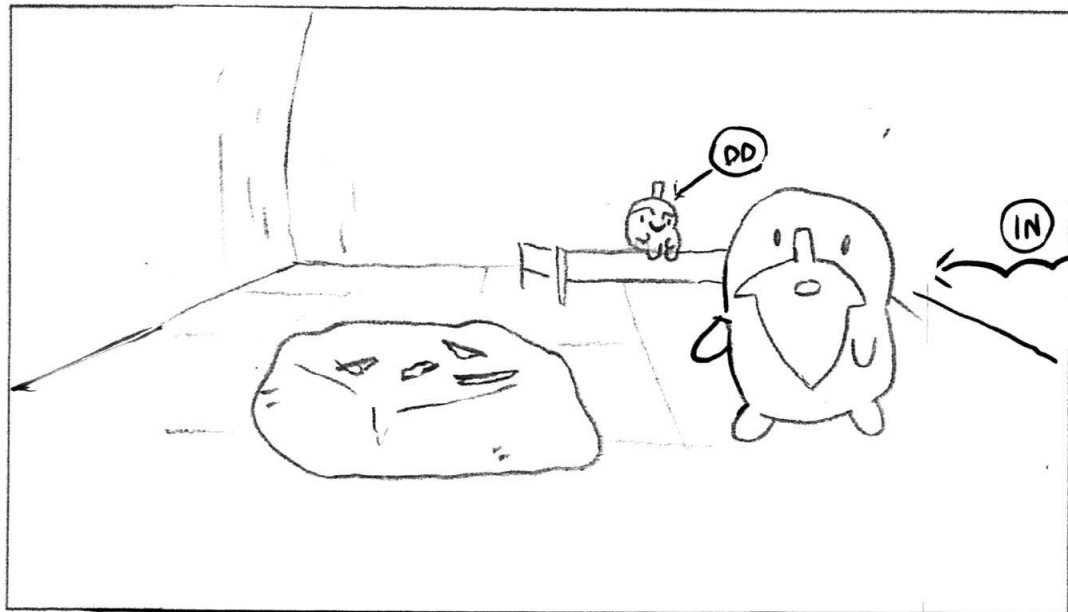
Page 133

Sc. 67

Pnl. A

Bg.

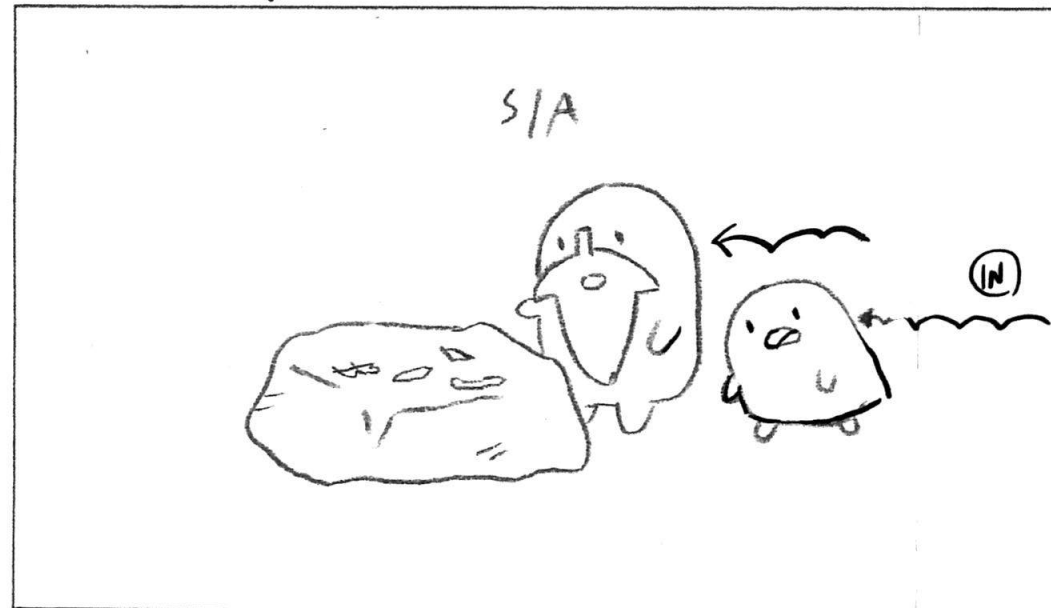
day night

Sc. 67 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

LB: YOUR SWORD WAS -

LB: SHATTERED TO BUTTS
WHEN I FOUND YOU.

Action:

- LB WALKS ON/S

- K. FOLLOWS LB ON/S.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

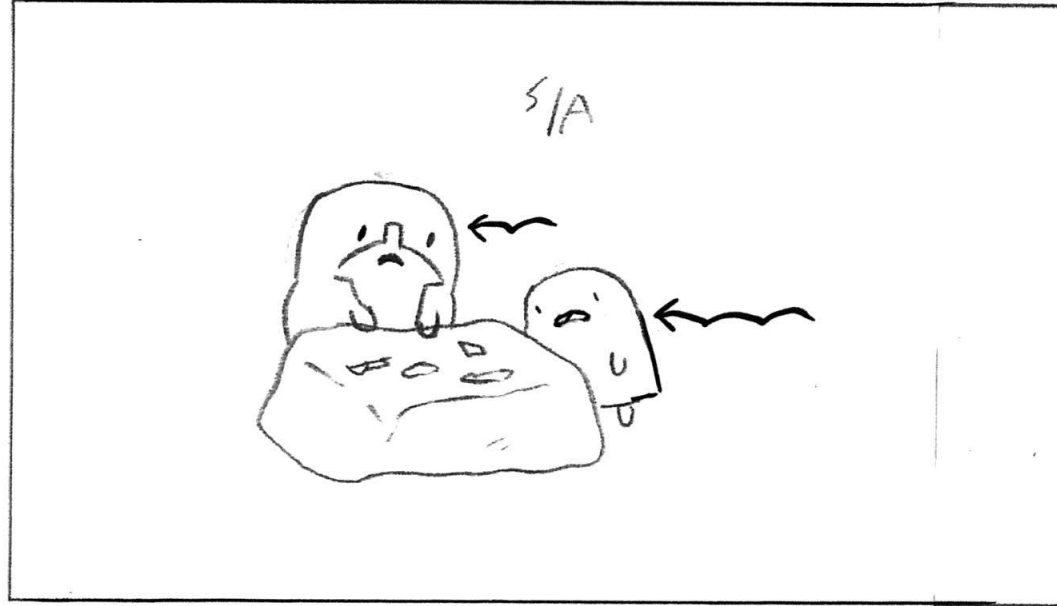
1025/172

ADVENTURE TIME

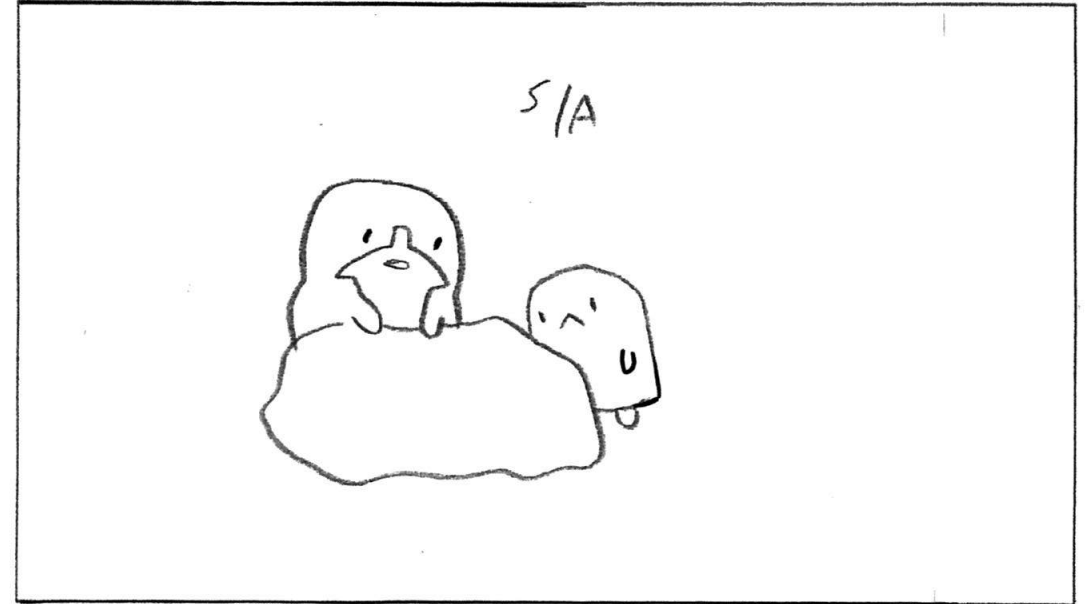


Page 134

Sc. 67 *CONT* Pnl. C Bg. day night



Sc. 67 *CONT* Pnl. D Bg. day night



Dialog:

K: AWWWW BUMMER RRRR

LB: YES. BUMS.

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

40
Cut

ADVENTURE TIME



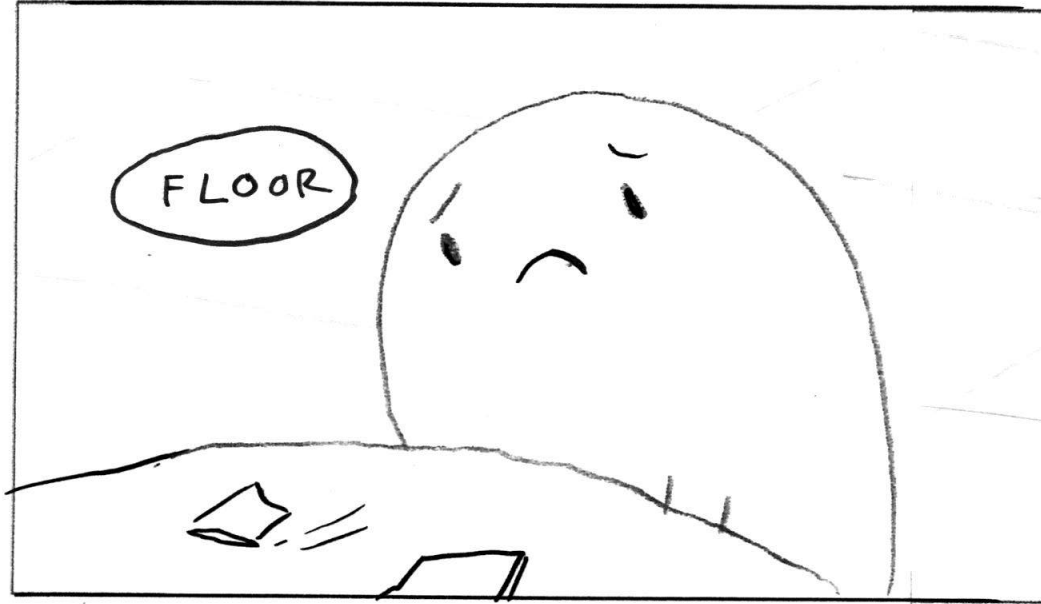
Page 135

Sc. 68

Pnl. A

Bg.

day night



Sc. 68 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

K: W-WHAT DO I DO?

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

Ho
Cut

ADVENTURE TIME



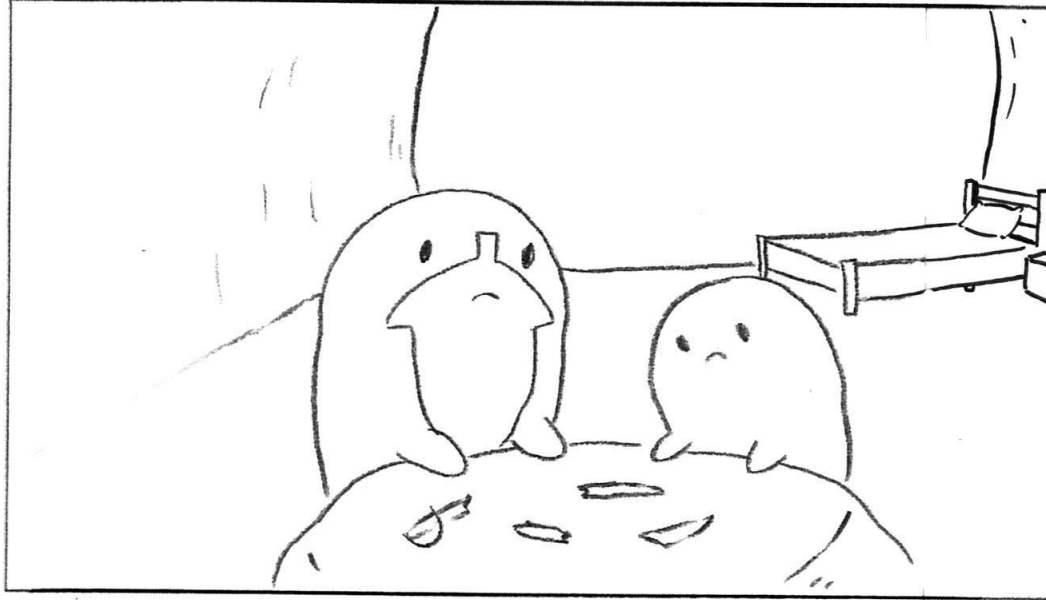
Page 136

Sc. 69

Pnl. A

Bg.

day night

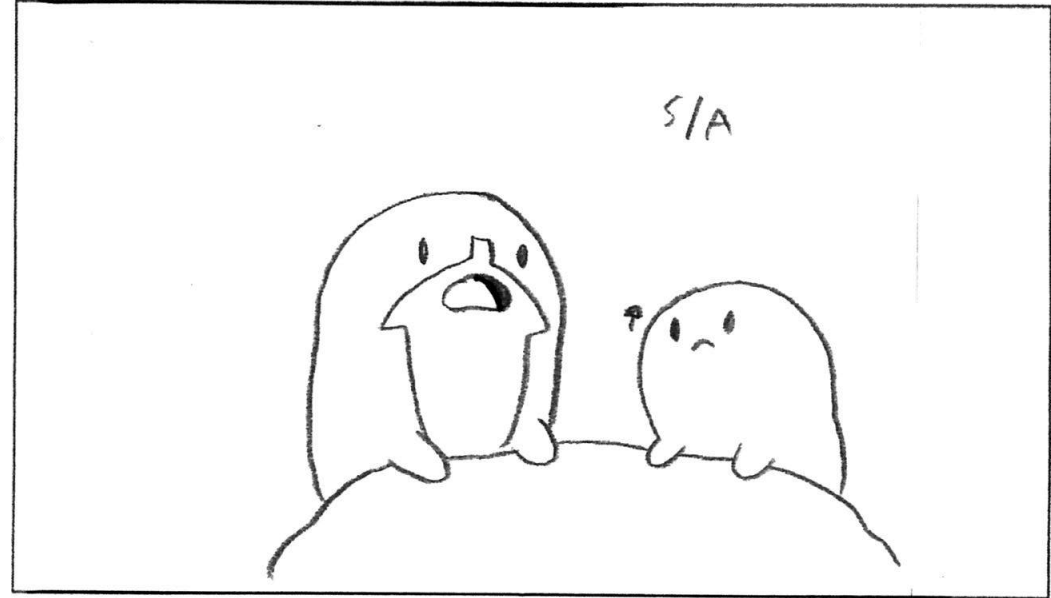


Sc. 69 *CONT*

Pnl. B

Bg.

day night



Dialog:

(THINKING)

LB: AAAH —

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



Page 137

Sc. 69 **CONT**

Pnl. C

Bg.

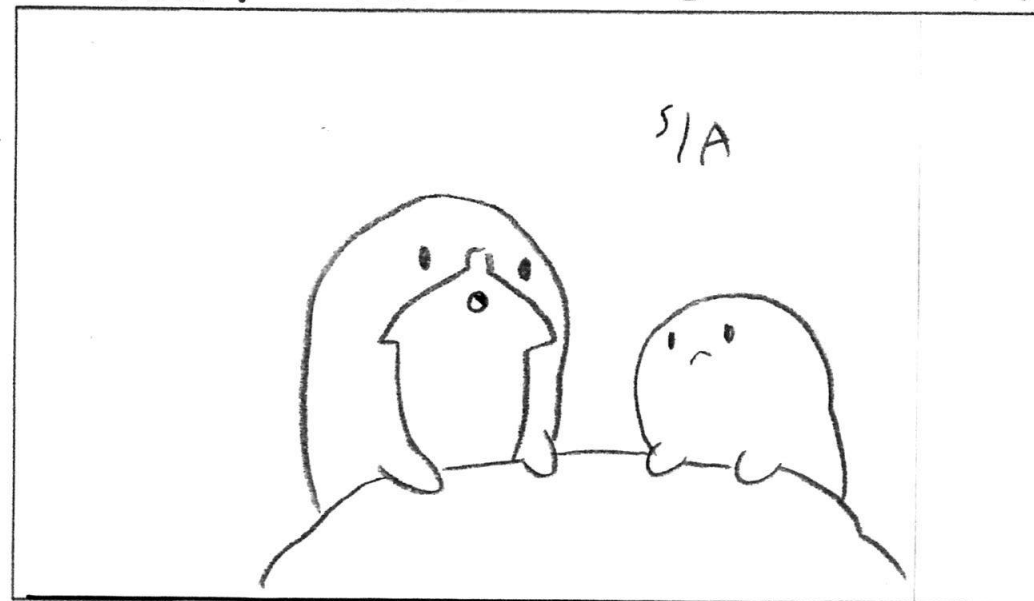
day night

Sc. 69 **CONT**

Pnl. D

Bg.

day night



Dialog:

LB: 1 ① DON'T ② KNOW --

LB: BUT THE BLACKSMITH COULD
MAKE YOU A NEW ONE. PROBABLY.

Action:

SFX: PAT-PAT

-LB DRUMS TABLE

Tim



FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

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ADVENTURE TIME



HY
Cut

Page 138

Sc. 69 *cont*

Pnl. E

Bg.

day night

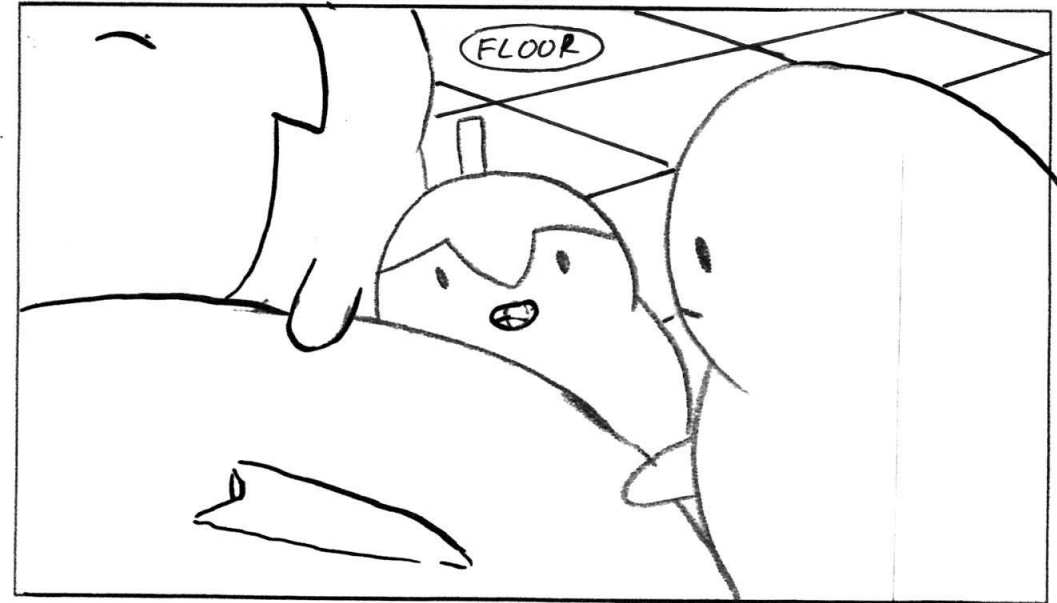


Sc. 70

Pnl. A

Bg.

day night



Dialog:

DD: THAT'S WHO I AM -

Action:

-DEWDROP POPS IN BETWEEN LB + K.

DD: AND --

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

ADVENTURE TIME



Page 13. 9

HW
cut

Sc. 70 *cont*

Pnl. B

Bg.

day night



Sc. 70 *cont*

Pnl. C

Bg.

day night



Dialog:

DD: I --

DD: AM VERY GOOD AT ME.

Action:

- DD PUTS HANDS ON TABLE

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

140
cut

ADVENTURE TIME



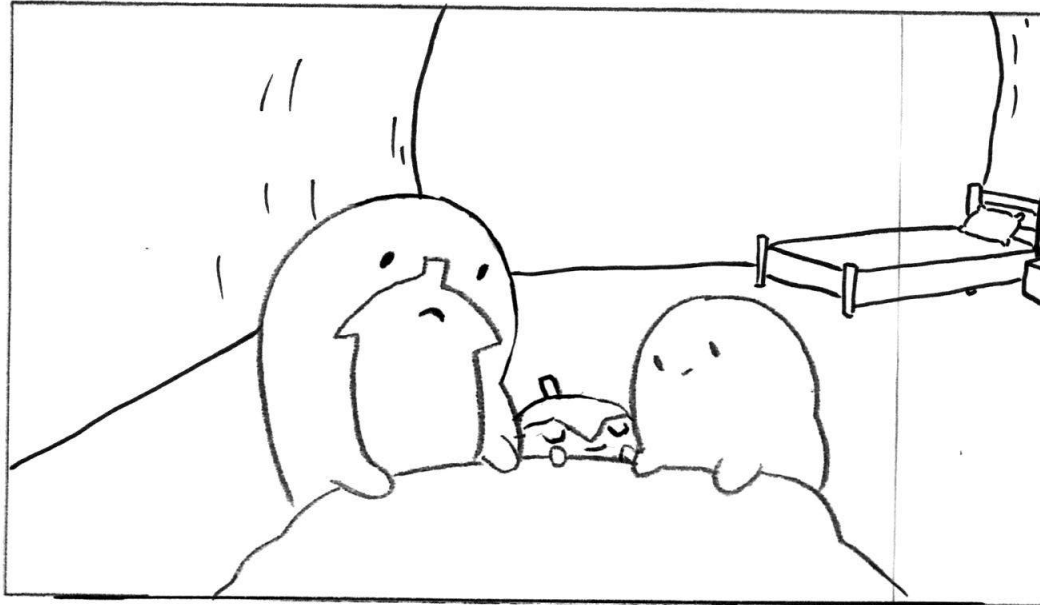
Page 140

Sc. 71

Pnl. A

Bg.

day night



Dialog:

Action:

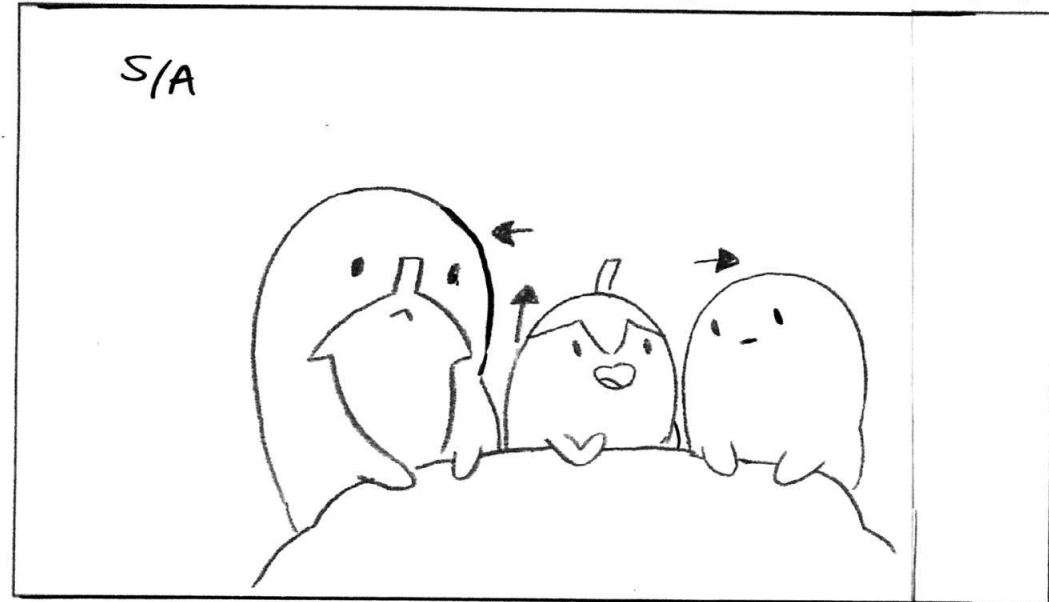
Timing:

Sc. 71 CONT

Pnl. B

Bg.

day night



DD: OK SO, ²LIKE, ³THE RAT KING HAS
BEEN MESSIN' UP THE ROOTS, ⁴YA?

- DD STANDS UP - LB + K SCOOT TO SIDE



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1025/172

Production :

1025/172

ADVENTURE TIME



Page 141

Sc. 71 CONT

Pnl. C

Bg.

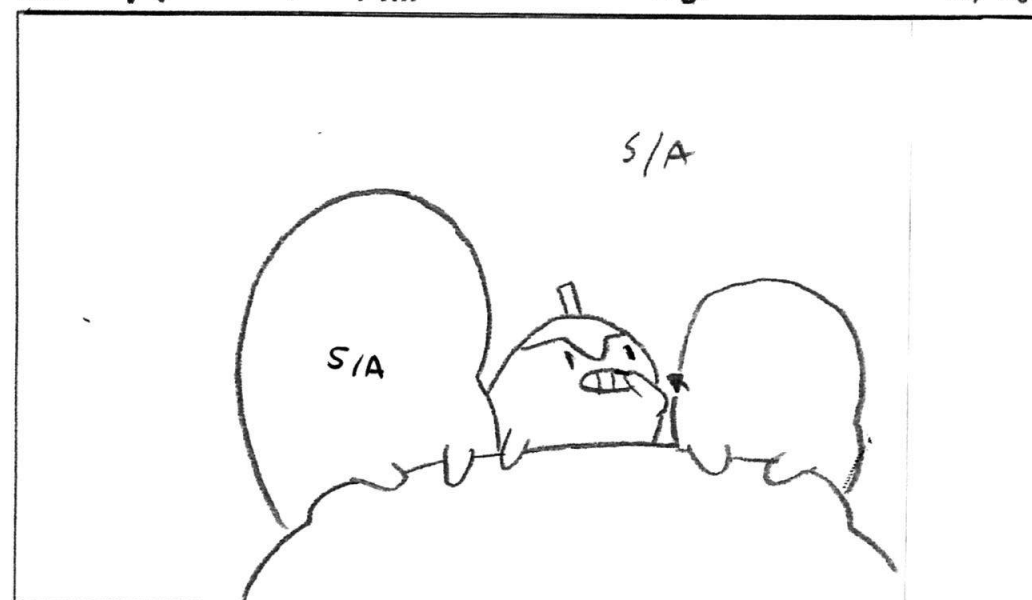
day night

Sc. 71 CONT

Pnl. D

Bg.

day night



Dialog:

DD: CHEWIN' ON 'EM, WIF HIS -

Action:

DD: TEEF

- SFX - TOK - TOK

- TAPS ON TEETH

Timing:

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1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



Page 142

Sc. 71 *CONT* Pnl. E

Bg.

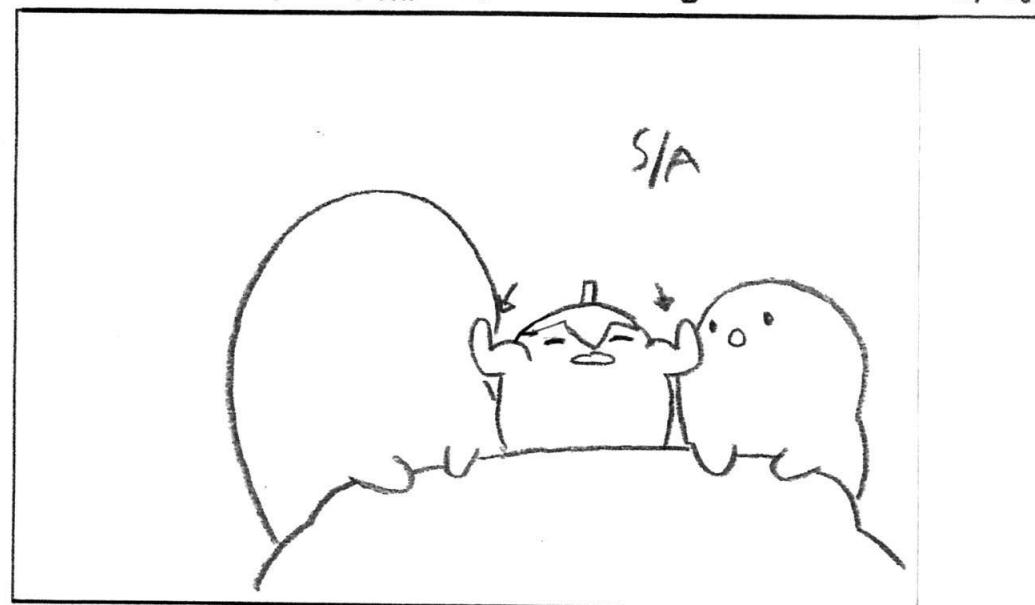
day night



Sc. 71 *CONT* Pnl. F

Bg.

day night



Dialog:

DD: THE SWORD HAS TO BE MADE OF --

DD: THE STRONGEST TREE STUFF

Action:

-DD FLEXES

Timing:

FEB 10 2014

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1025/172

Production :

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ADVENTURE TIME



Page 143

Sc. 71 CONT

Pnl. G

Bg.

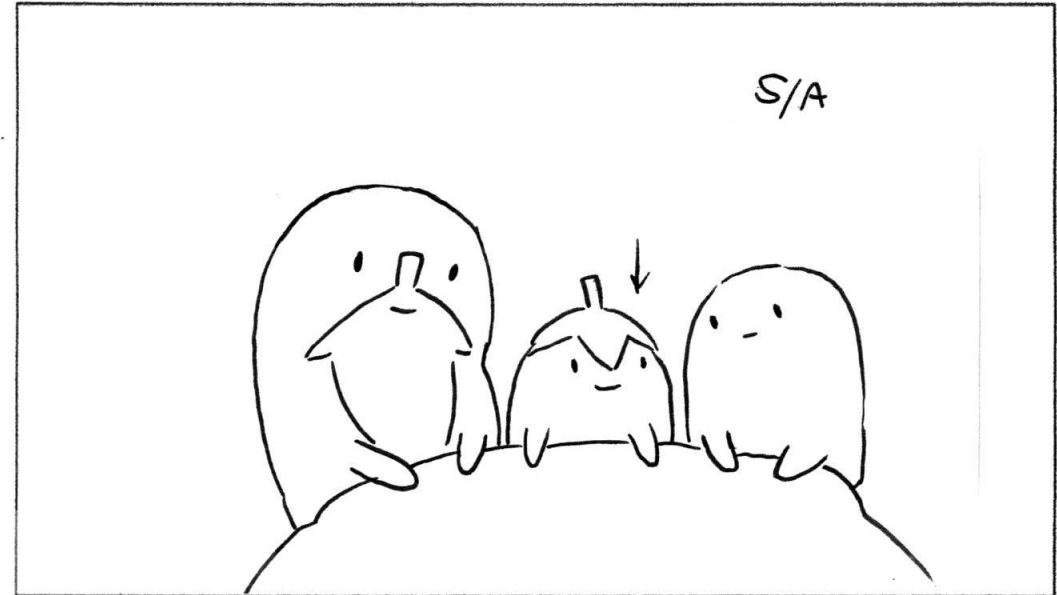
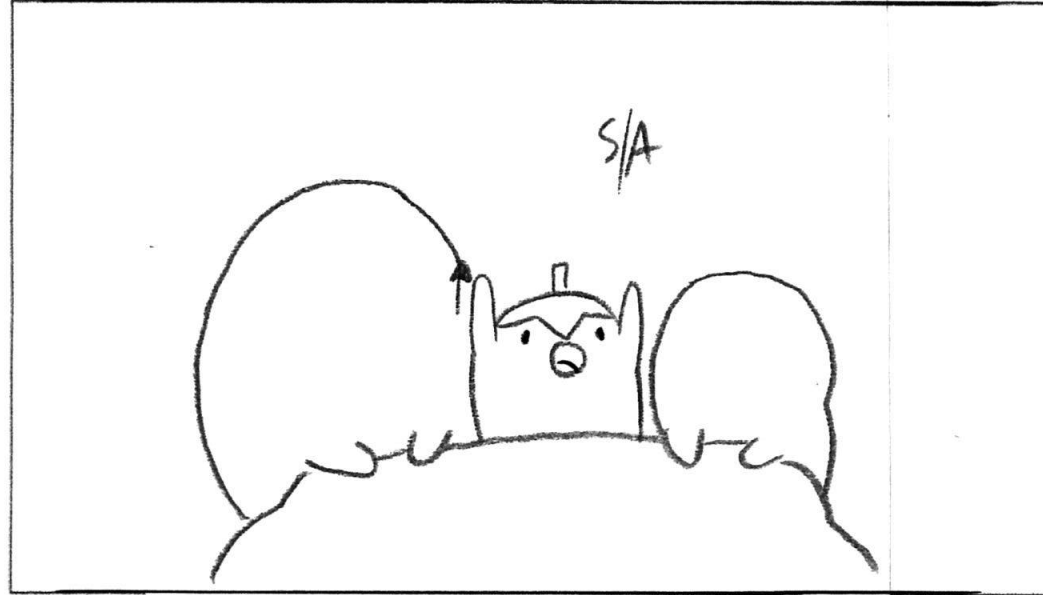
day night

Sc. 71 CONT

Pnl. H

Bg.

day night



Dialog:

DD: SO EVEN HIS TEEF CAN'T BREAK IT!

SFX: THMP!*

Action:

Timing:

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ADVENTURE TIME



Page **144**
day night

Sc. **72**

Pnl. **A**

Bg.

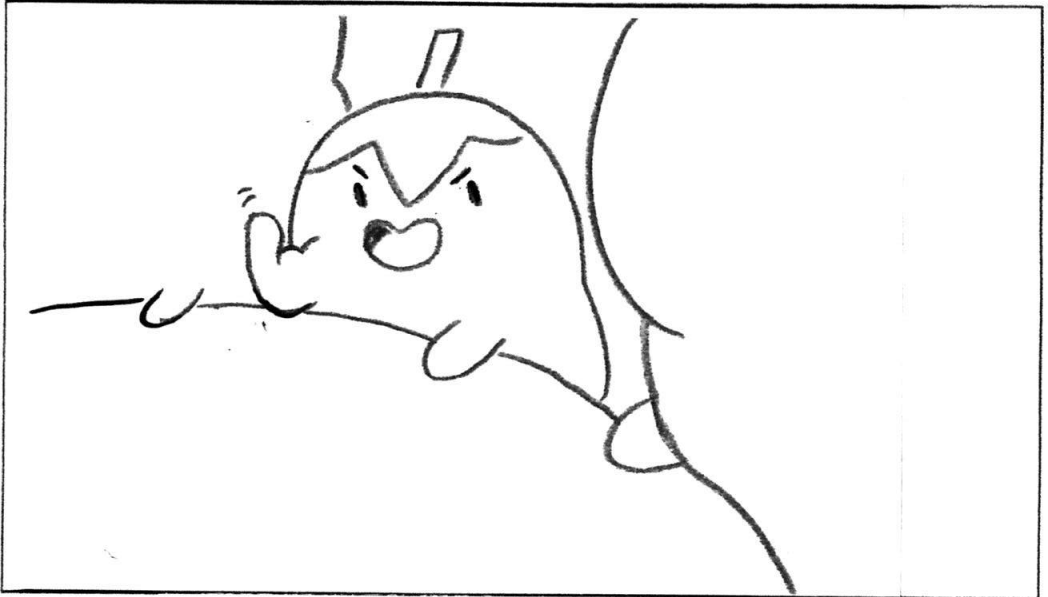
day night

Sc. **72 CONT**

Pnl. **B**

Bg.

day night



Dialog:

DD: BRING ME THE FRESHEST INGREDIENTS. **DD**: AND I'LL DO IT UP.

Action:

- **DD** FLEXES

Timing:



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Handwritten: cut w/ wipe w post

Cut
up/wipe to
post

1025/172

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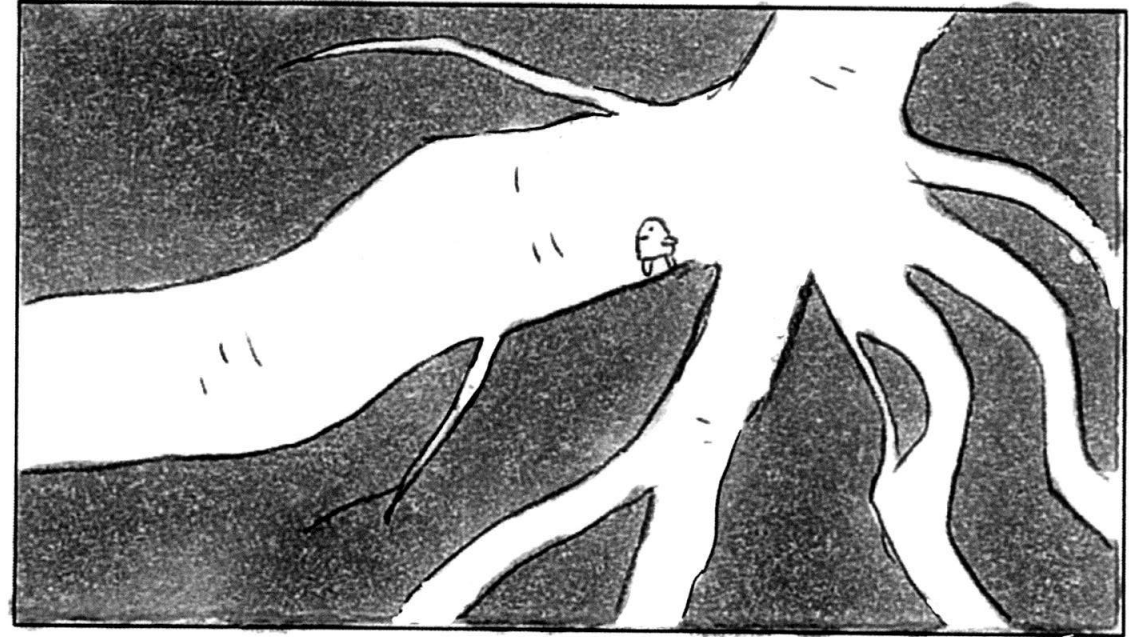


Sc. 73

Pnl. A

Bg.

day night

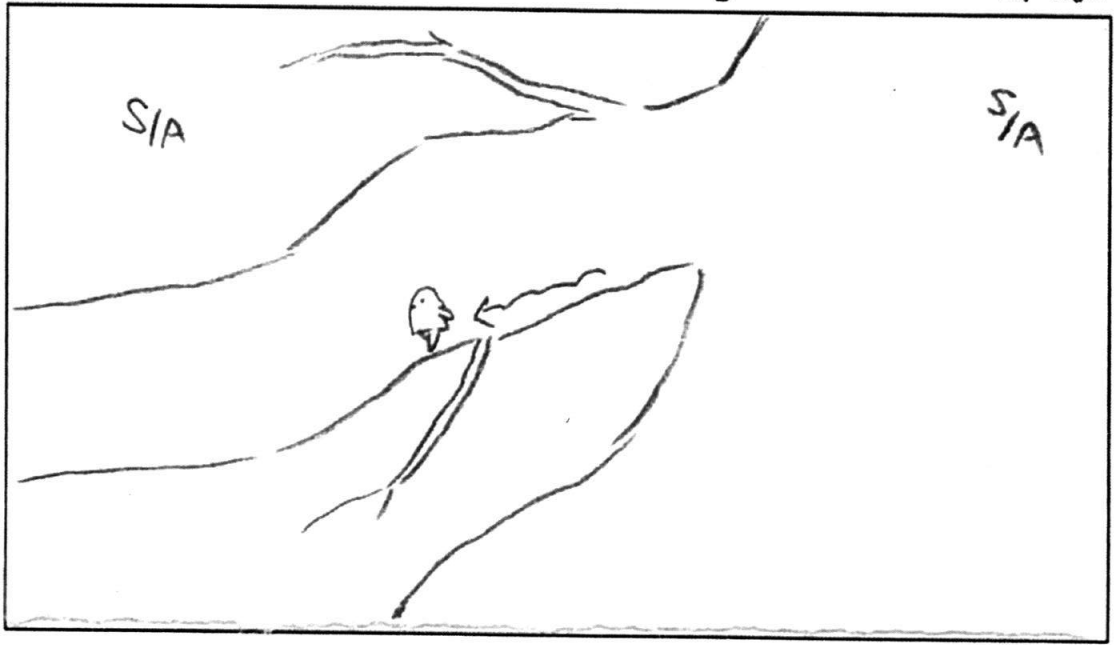


Sc. 73 *CONT*

Pnl. B

Bg.

Page *145*
day night



Cut

EPISODE # 1025-172

1025/172

Dialog:

DD ^(o/s) FOLLOW THE
SOUND OF THE
SINGING CRYSTAL --

Action:

- K. WALKS THROUGH
ROOT TUNNEL.

Timing:

DD ^(o/s) THERE YOU'LL
FIND THE FIRST
ELEMENT ...

I'M TOO LAZY TO
GET IT MYSELF.

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Production :

1025/172

ADVENTURE TIME



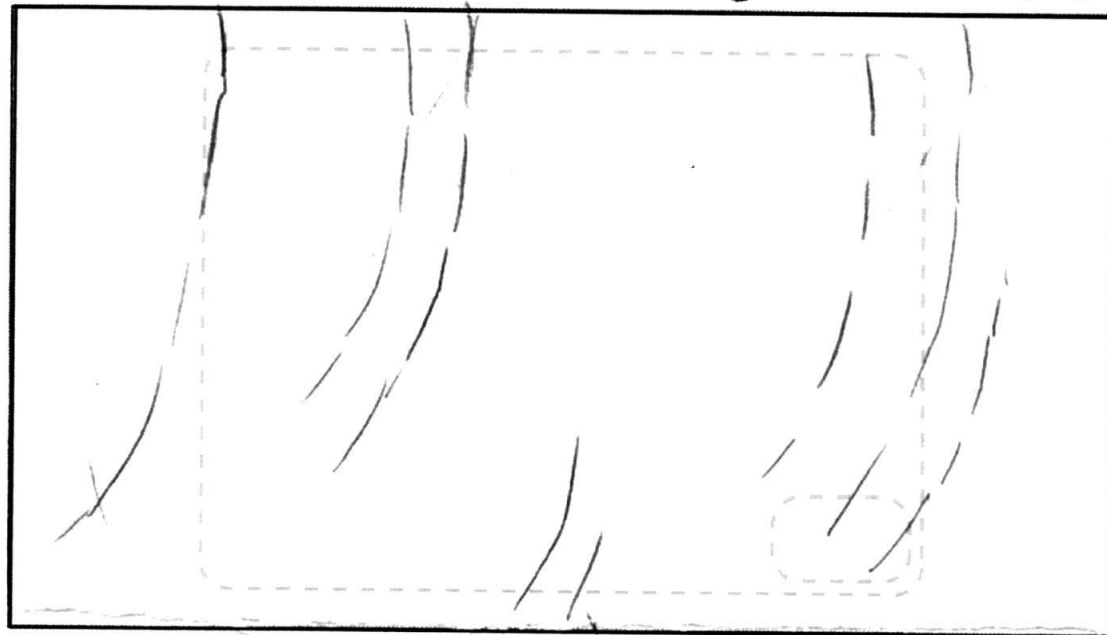
Page 146

Sc. 74

Pnl. A

Bg.

day night



Sc. 74

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: √ HMMM √ —

SFX: *BOOM*

Action:

- KENT BREAKS
THROUGH ROOT WALL

FEB 10 2011

Timing:

EPISODE # 1025-172

1025/172

Production :

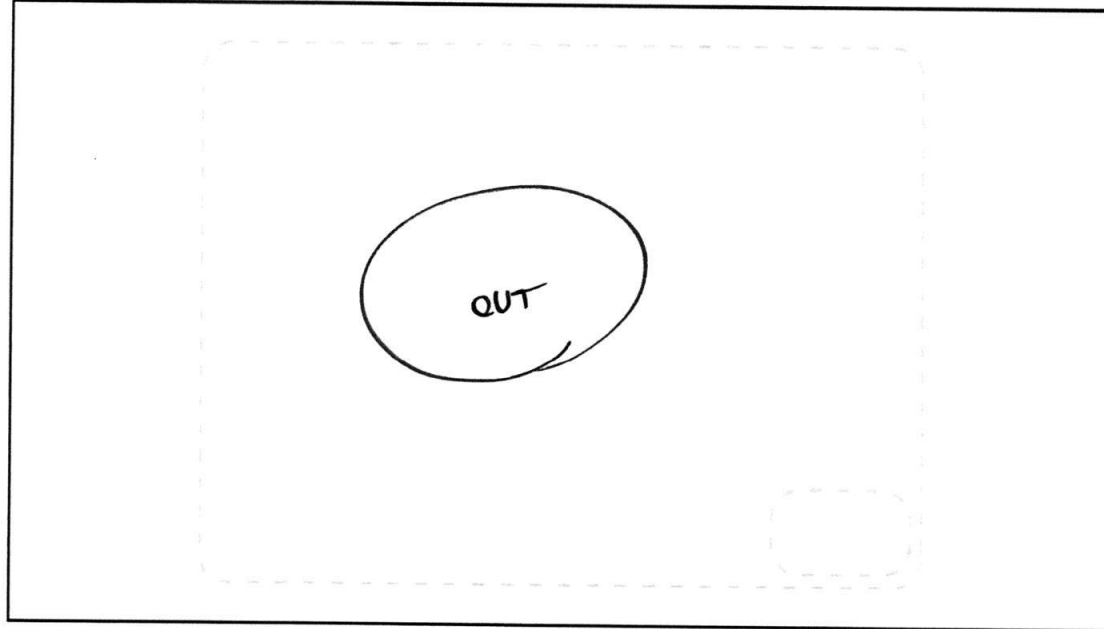
1025/172

ADVENTURE TIME



Page 147

Sc. Pnl. Bg. day night



Sc. 74 ~~CONST~~ Pnl. C Bg. day night



Dialog:

KENT: BOOM!

SFX: * CRUMBLING *

Action:

- KENT BREAKS
THROUGH ROOT WALL

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME

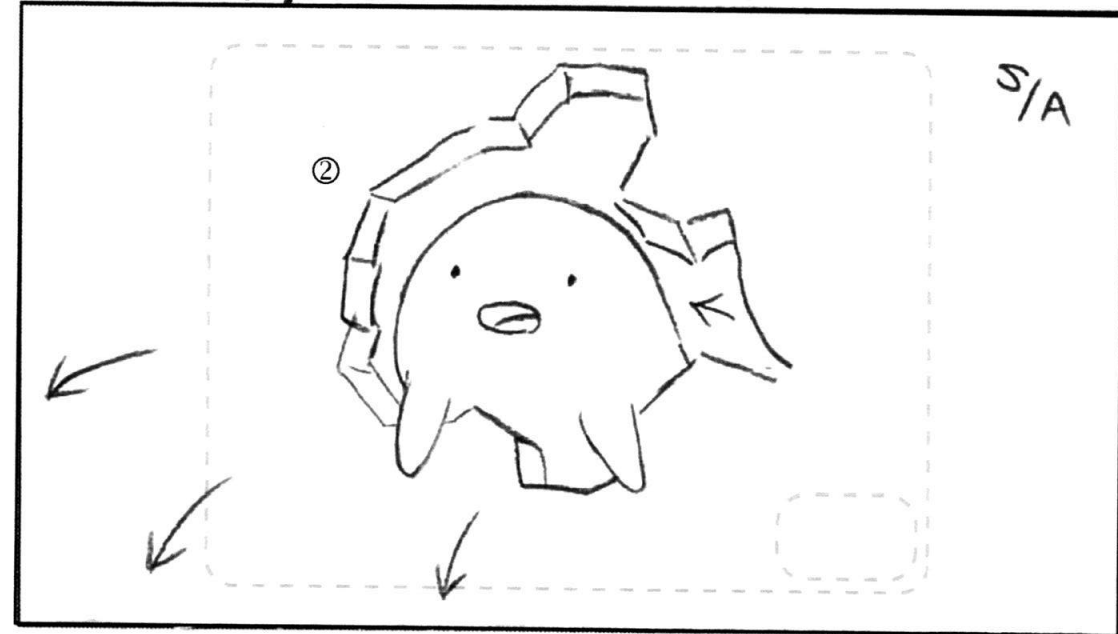


Page 148

Sc. 74 *CONT* Pnl. D

Bg.

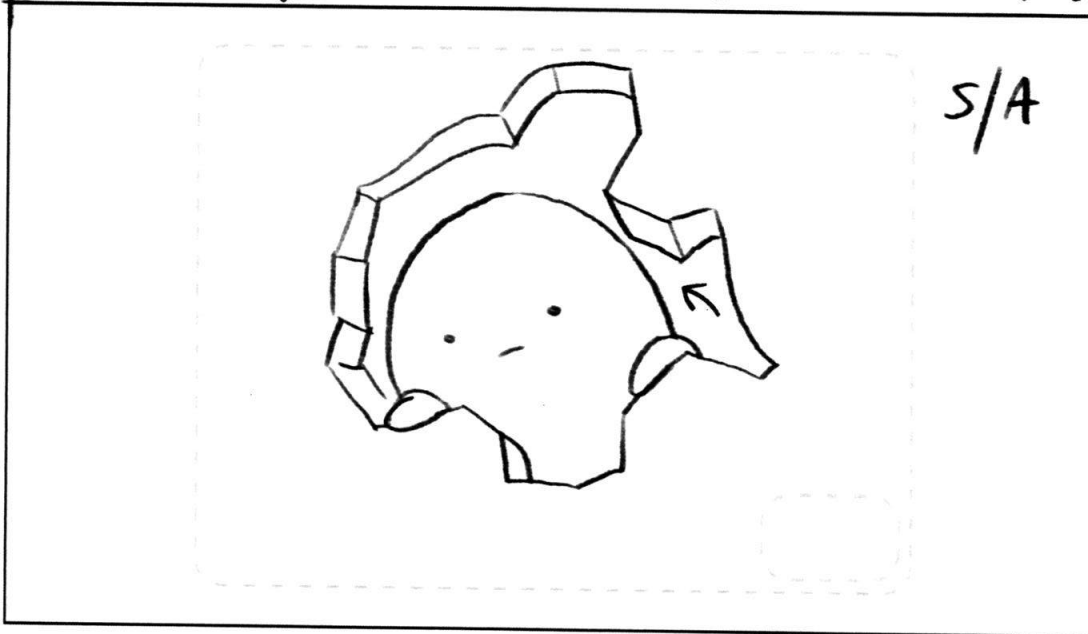
day night



Sc. 74 *CONT* Pnl. E

Bg.

day night



Dialog:

K: COOL COOL...

SFX: √ HH M M M M

Action:

- DEBRIS FALLS OFF/S.
- KENT POKES THROUGH HOLE.

Timing:



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1025/172

1025/172

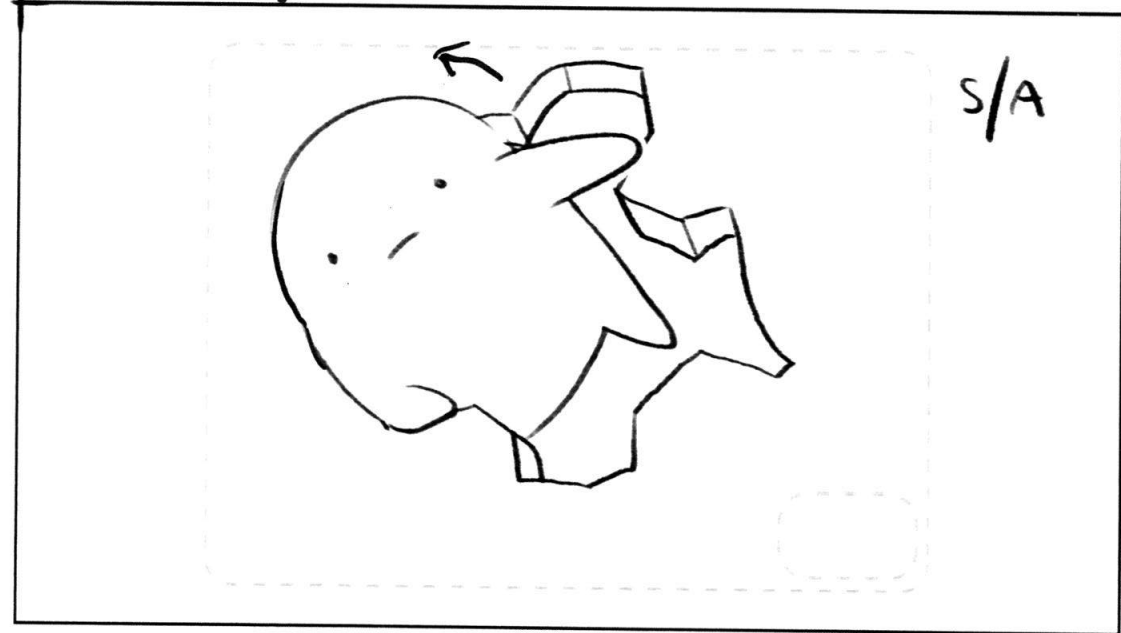
1025/172

ADVENTURE TIME

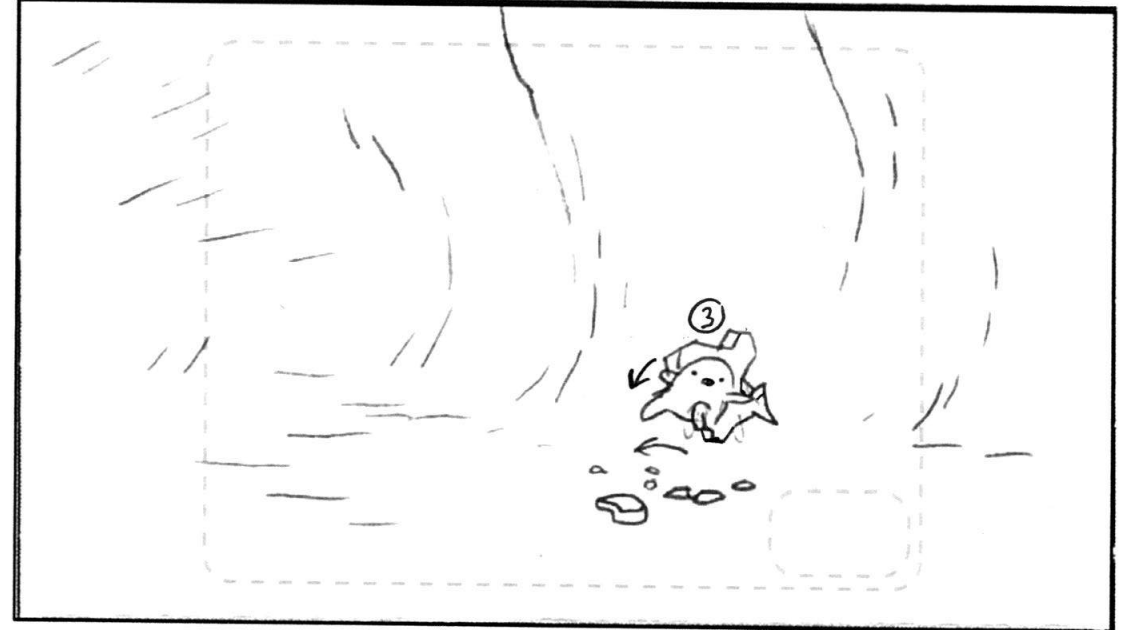


Page 149

Sc. 74 CONT Pnl. F Bg. day night



Sc. 75 Pnl. A Bg. day night



Dialog:

K: HUP.

SFX: HM —————

Action:

-K. CLIMBS THROUGH HOLE.

Timing:

(A)

①



A2

②



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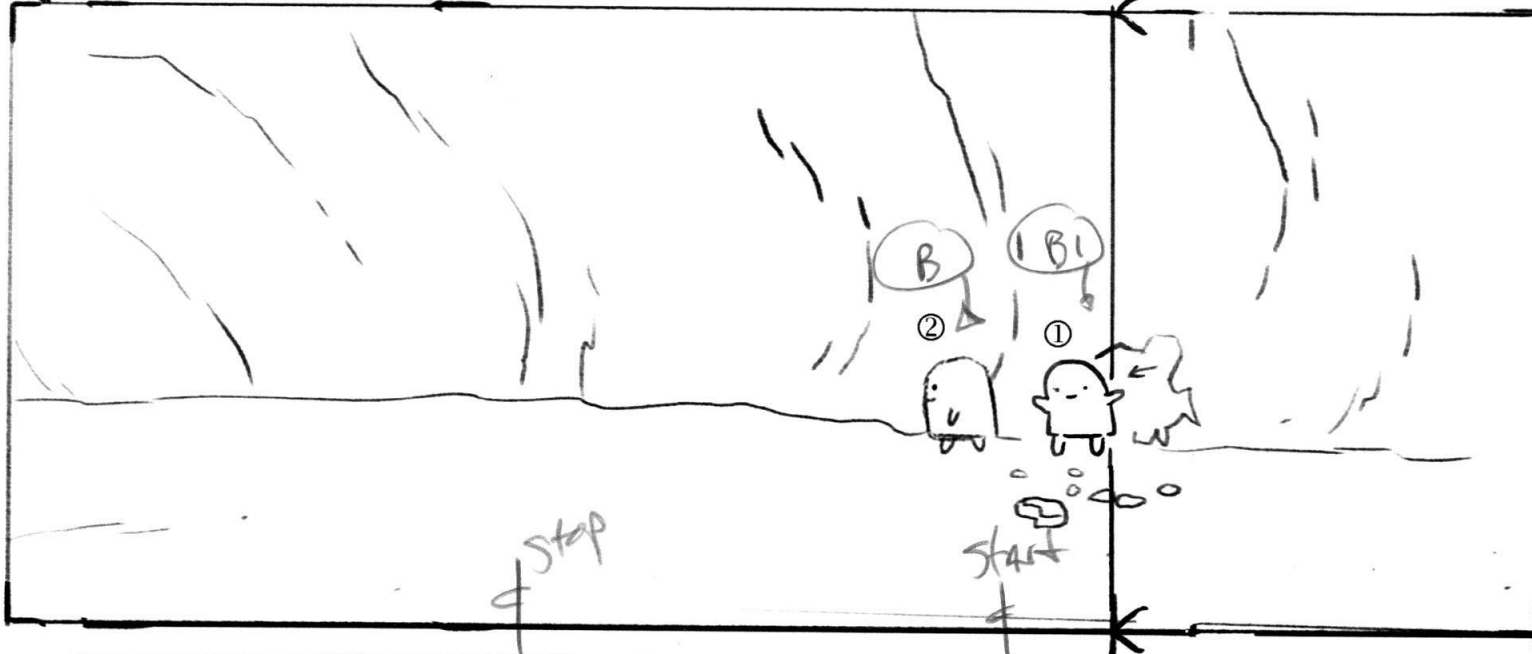
ADVENTURE TIME



Page 150

Sc. 75 CONT Pnl. B Bg.

~~day~~ night



Dialog:

pan
←

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

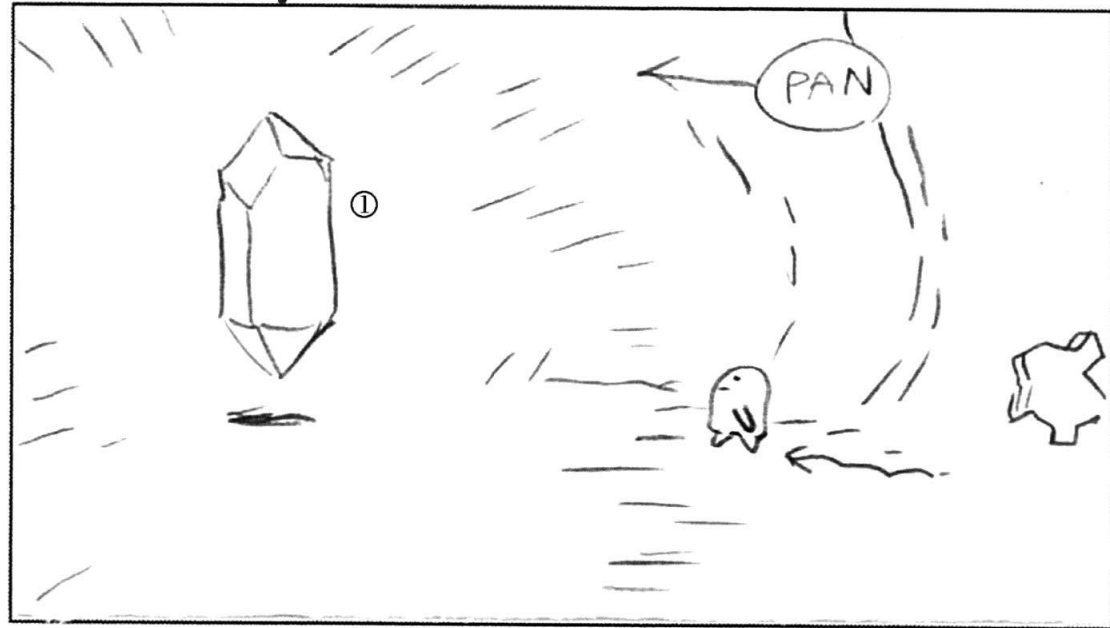
1025/172

ADVENTURE TIME

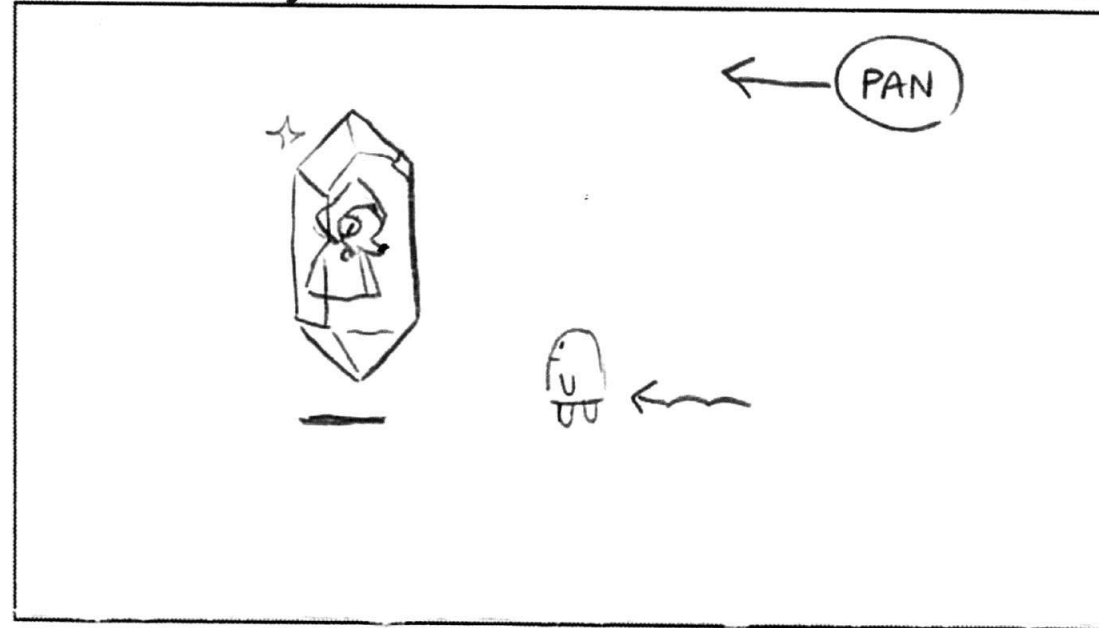


Page 151

Sc. 7S CONT Pnl. C Bg. day night



Sc. 7S CONT Pnl. D Bg. day night



Dialog:

SFX: * VRRMMM *

Action:

- K. APPROACHES CRYSTAL.
- PAN W/ KENT

Timing:



MW: GREETINGS, ...

SFX: * UMMMMM *

- MOUSE WIZARD APPEARS IN CRYSTAL.

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1025/172

ADVENTURE TIME



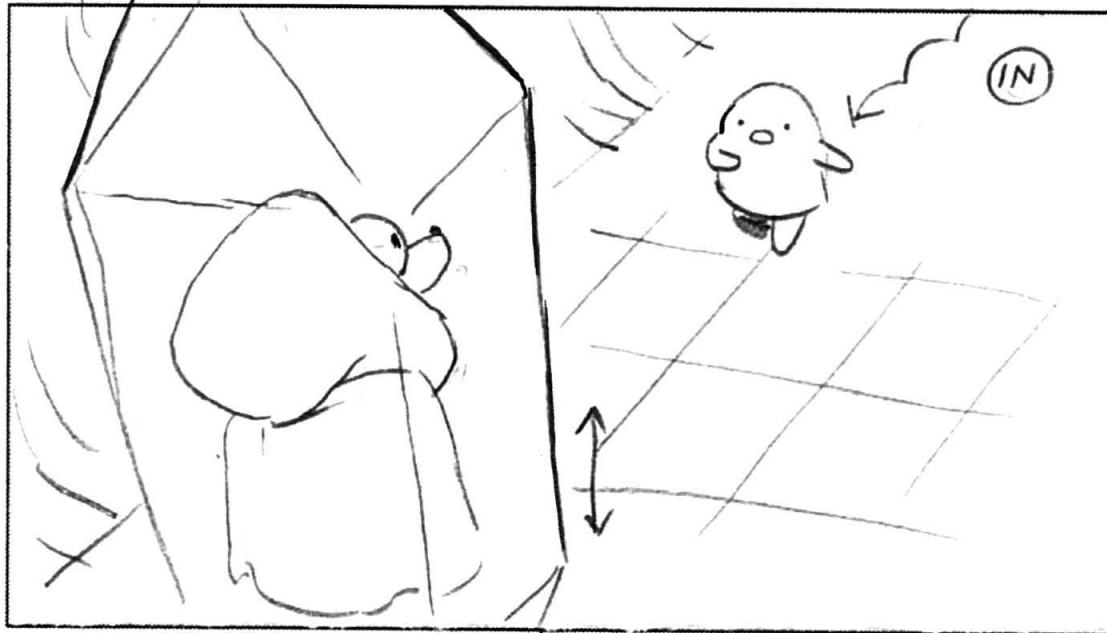
Page 152

Sc. 76

Pnl. A

Bg.

day night

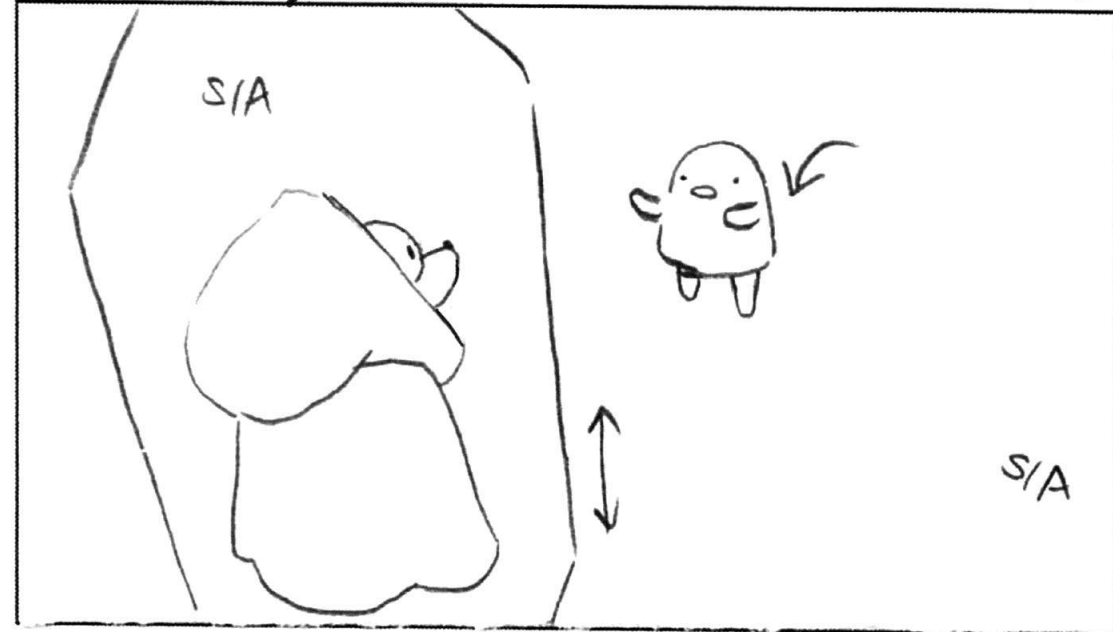


Sc. 76 CONT

Pnl. B

Bg.

day night



Dialog:

K: HEY MAN...

K: I'M LOOKIN' FOR SOME
UNBREAKABLE ORE!
Y'ALL GOT THAT HERE.

Action:

- K WALKS ON/S
- CRYSTAL HOVERS

- K. STOPS IN FRONT OF MOUSE WIZARD

Timing:

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Production :

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1025/172

ADVENTURE TIME



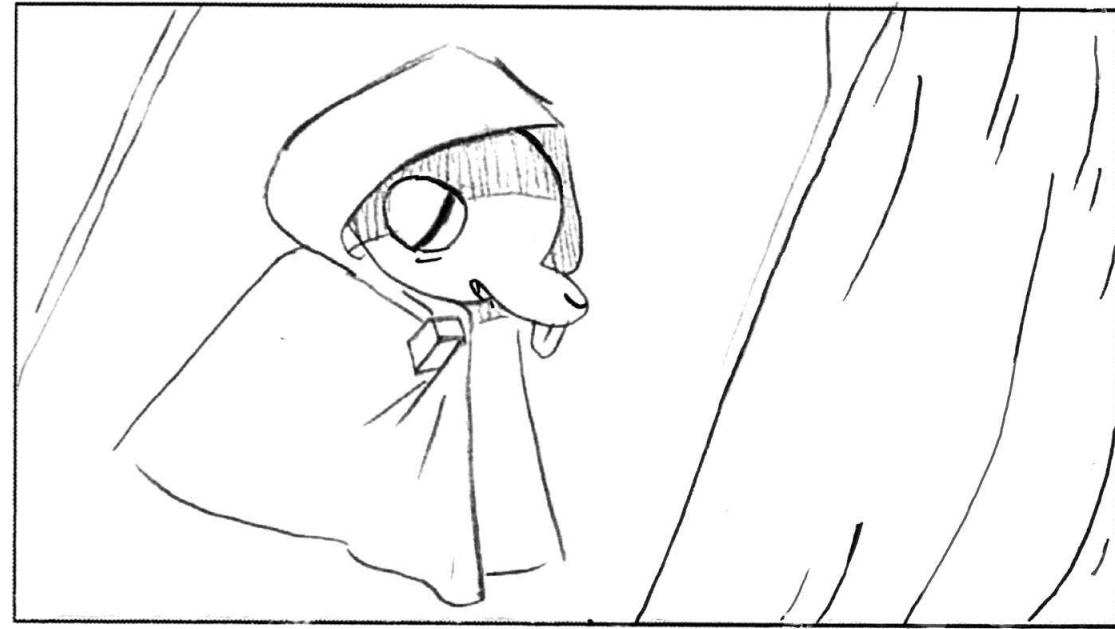
Page 153

Sc. 77

Pnl. A

Bg.

day night



Sc. 77 CONT

Pnl. B

Bg.

day night



Dialog:

MW: YES I HAVE
WHAT YOU SEEK--

MW: BUT CONSIDER
THIS INSTEAD...

Action:

Timing:

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He
Cut

ADVENTURE TIME

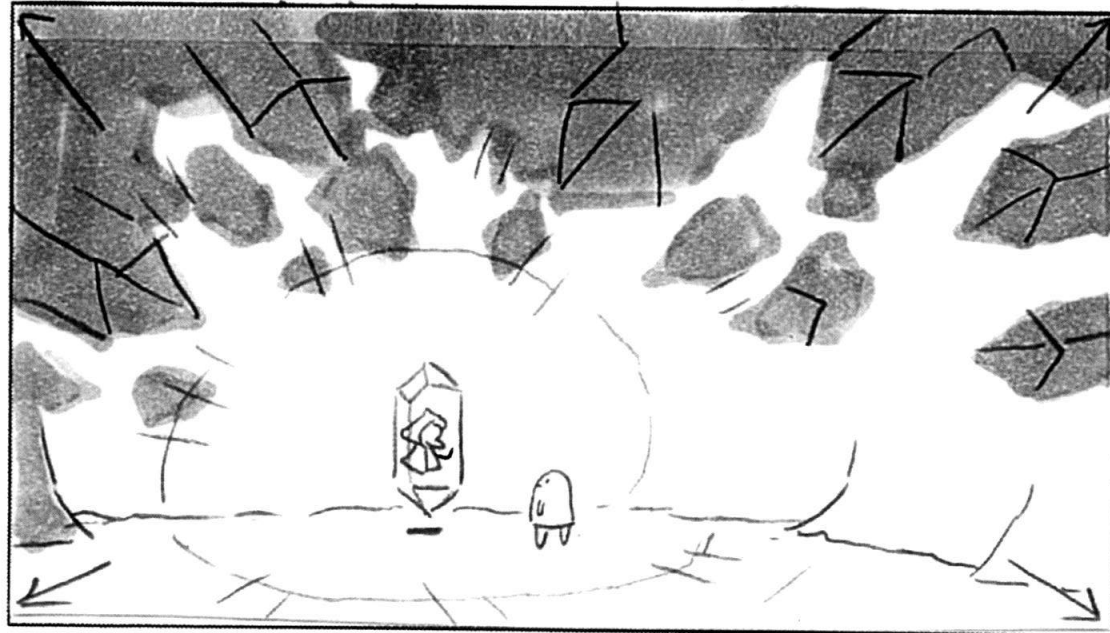


Sc. 78

Pnl. A

Bg.

day night



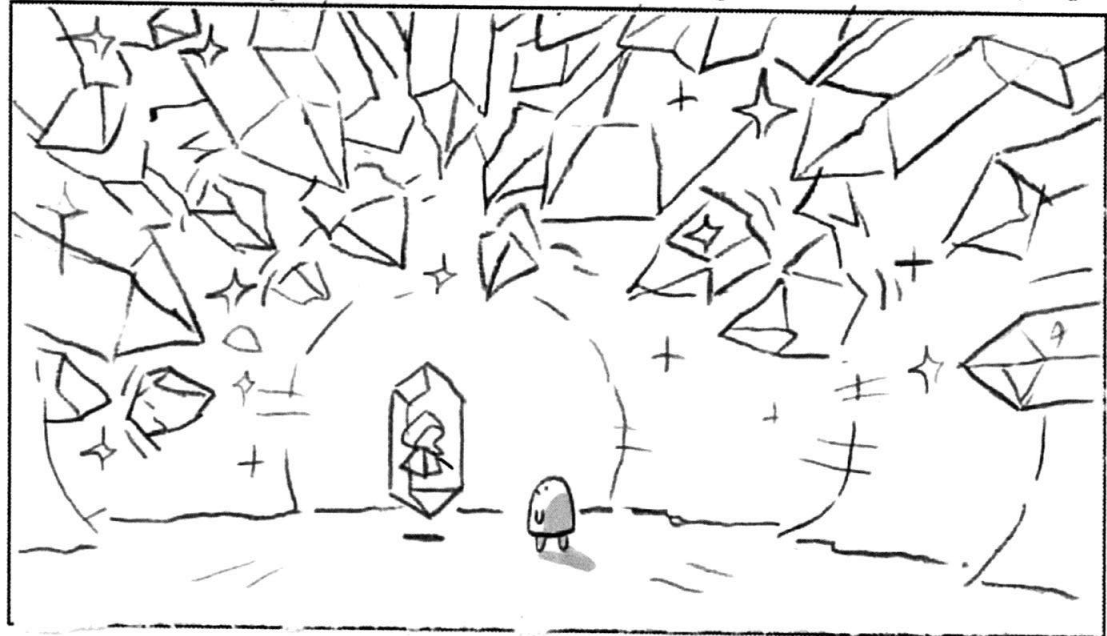
Sc. 78 *CONT*

Pnl. B

Bg.

day night

Page 154



Dialog:

Action:

Timing:

- CHAMBER ILLUMINATES
TO REVEAL ADVENTURINE.

MW: I OFFER YOU
THIS TREASURE OF GLITTERING
EMERALDS ...

-TREASURE GLITTERS.

FEB 10 2011

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1025/172

He
Cut

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He
Cent

ADVENTURE TIME



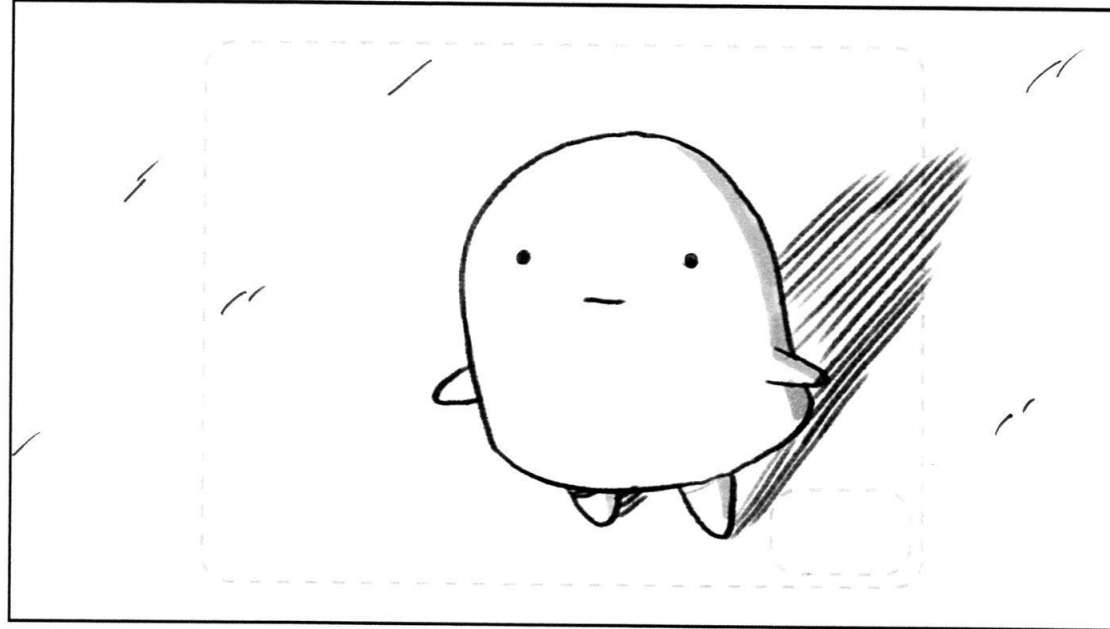
Page 155

Sc. 79

Pnl. A

Bg.

day night

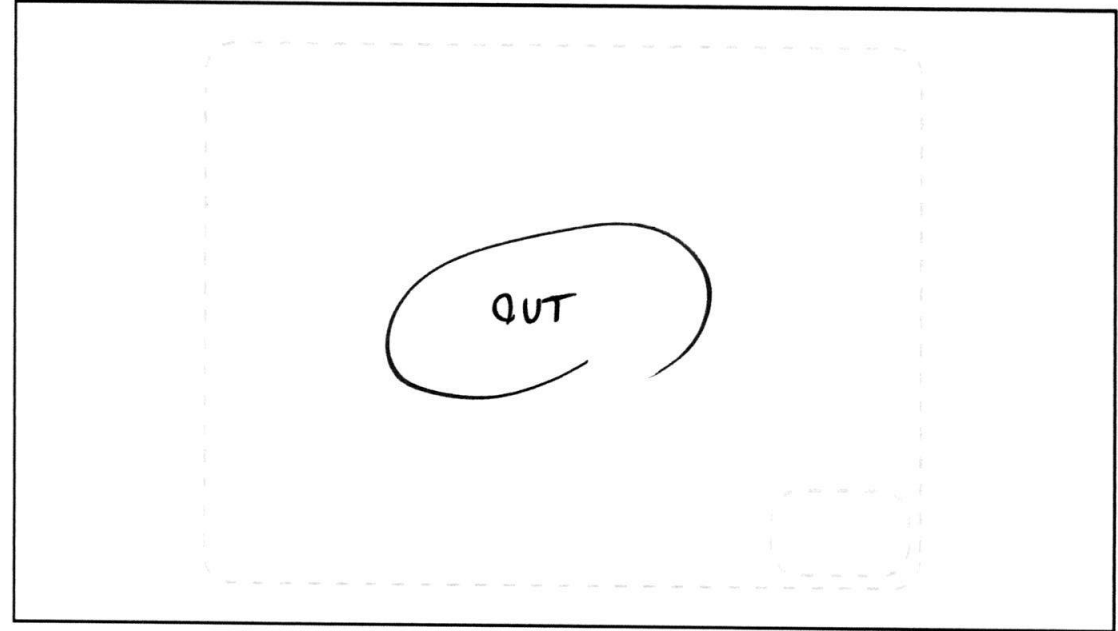


Sc.

Pnl.

Bg.

day night



Dialog:

(SP)

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



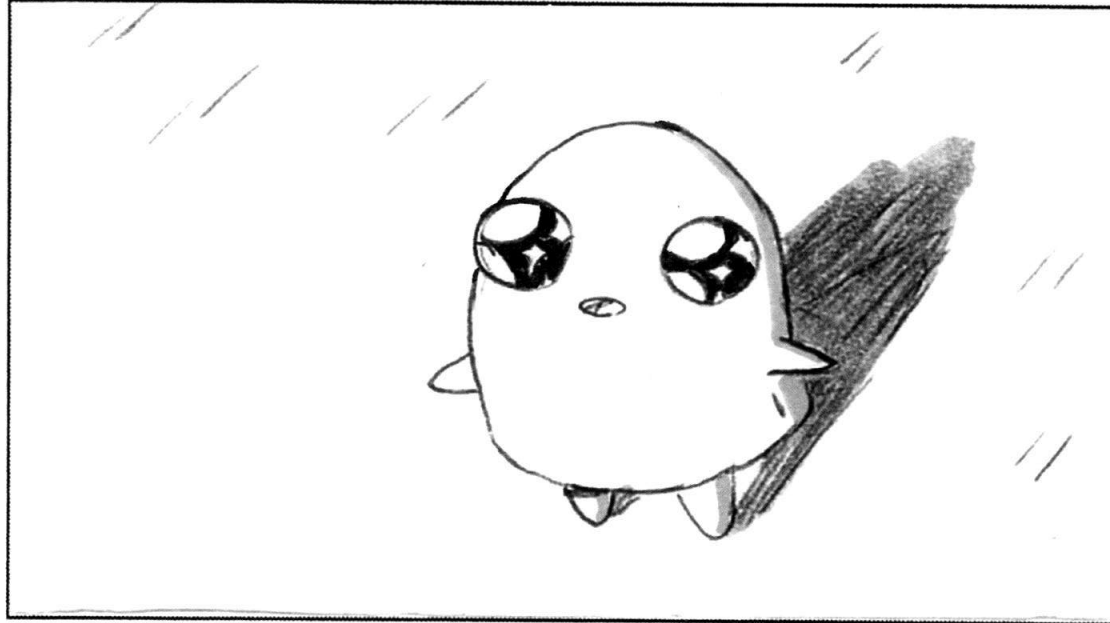
HW
Cut

Page 156

Sc. 79 CONT Pnl. B

Bg.

day night



Sc. 80

Pnl. A

Bg.

day night



HW
Cut
SPARKLE
#1

EPISODE # 1025-172

1025/172

Dialog:

MW: (O/S) YOU'LL BE
INFINITELY RICH...

MW: AND LIVE THE
REST OF YOUR
DAYS IN COMFORT.

SPARKLE
#2

SPARKLE
#3

Action:

- K. LOOKS IN WONDER.

Timing:

FEB 10 2014

Production :

1025/172

1025/172

ADVENTURE TIME



Page 157

Sc. 81

Pnl. A

Bg.

day night

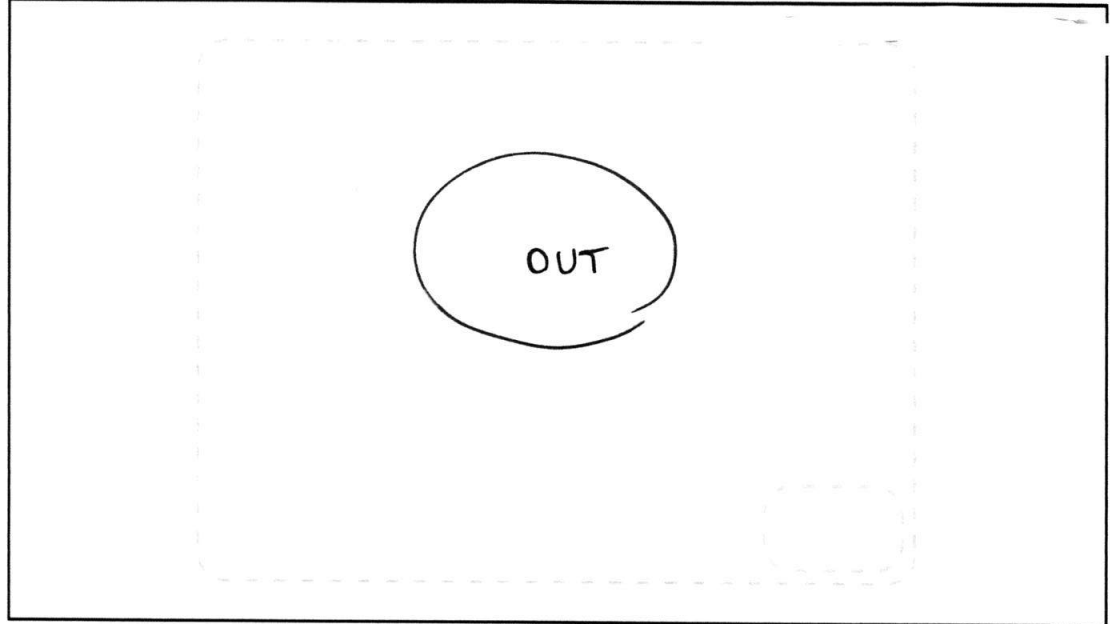


Sc.

Pnl.

Bg.

day night



Dialog:

Action:

-EMERALDS SPARKLE-

Timing:

EPISODE # 1025-172

Production :

1025/172

HW
Curt

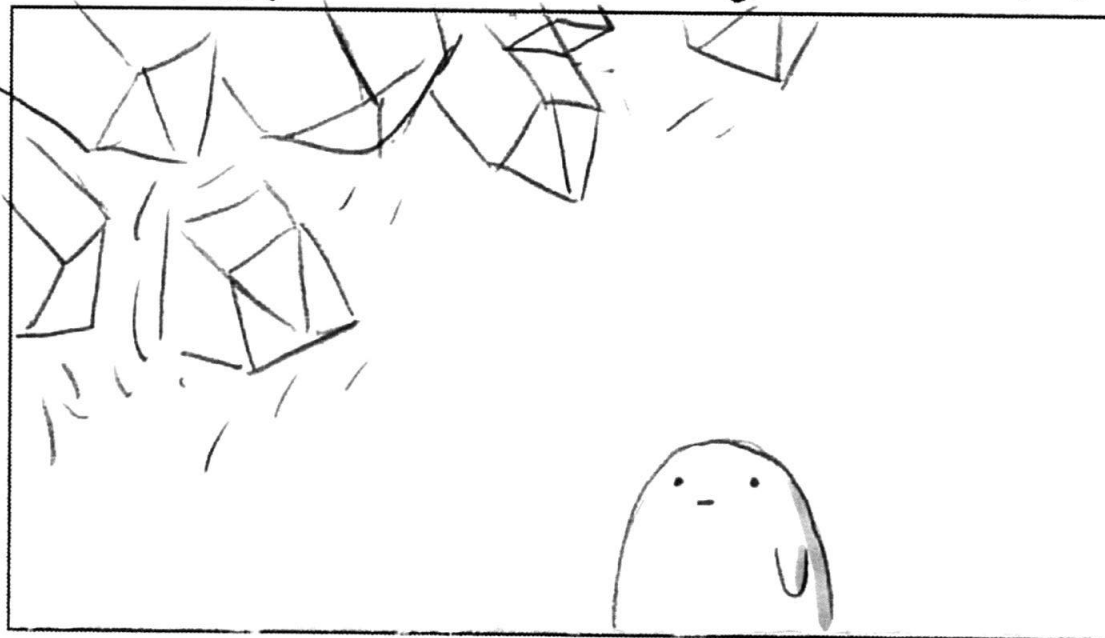
1025/172

ADVENTURE TIME

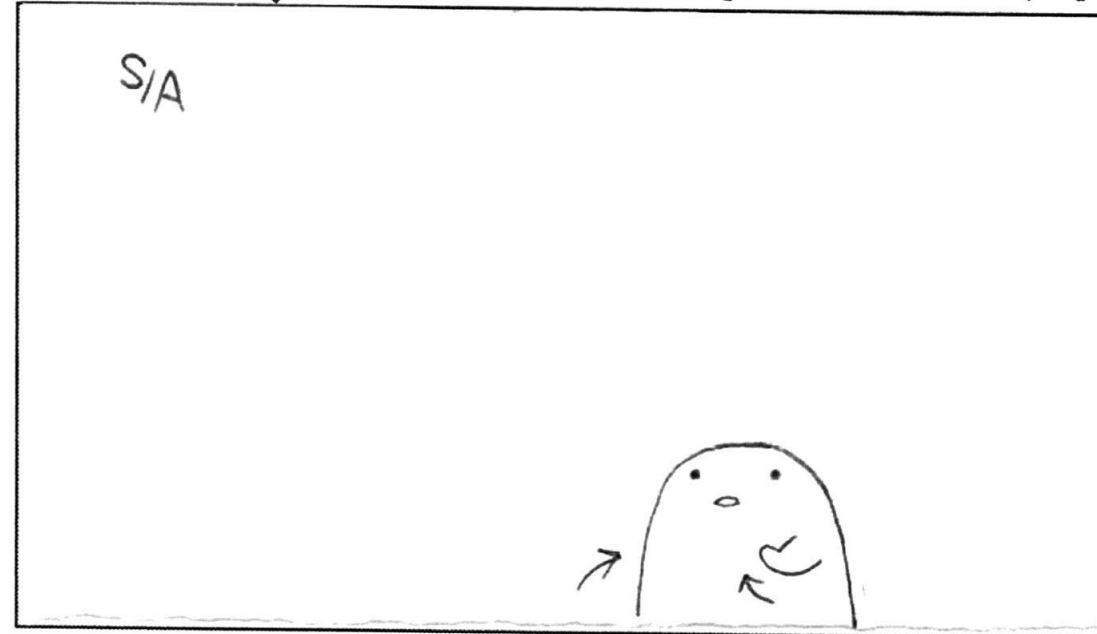


Page 158

Sc. 81 *CONT* Pnl. B Bg. day night



Sc. 81 *CONT* Pnl. C Bg. day night



Dialog:

K: NAW, I'M GOOD

Action:

-K. EYES RETURN TO NORMAL

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

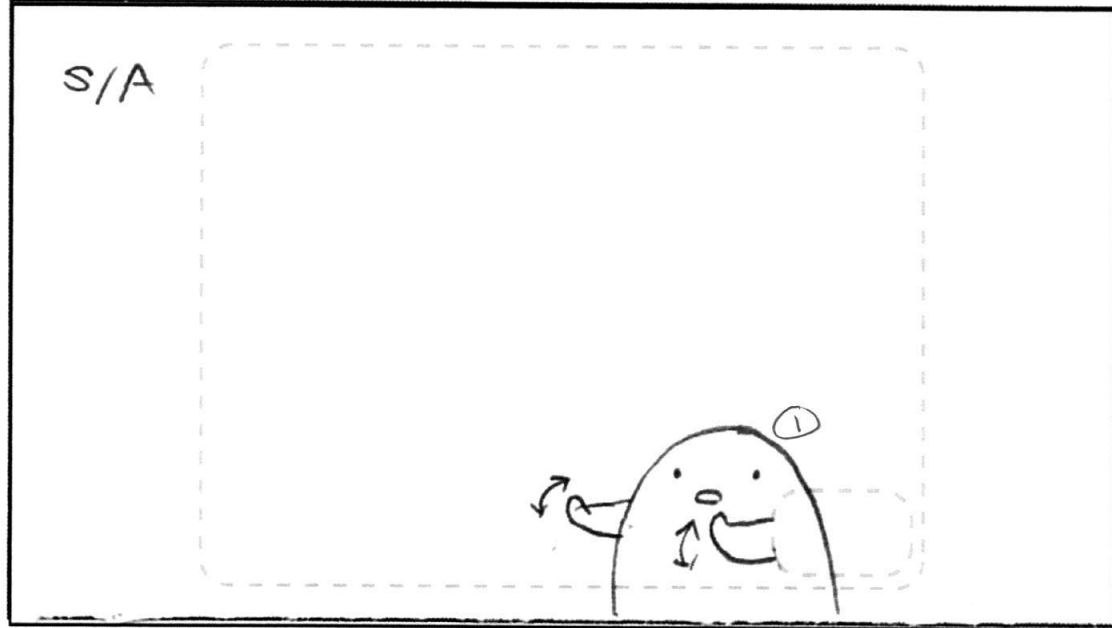
1025/172

ADVENTURE TIME

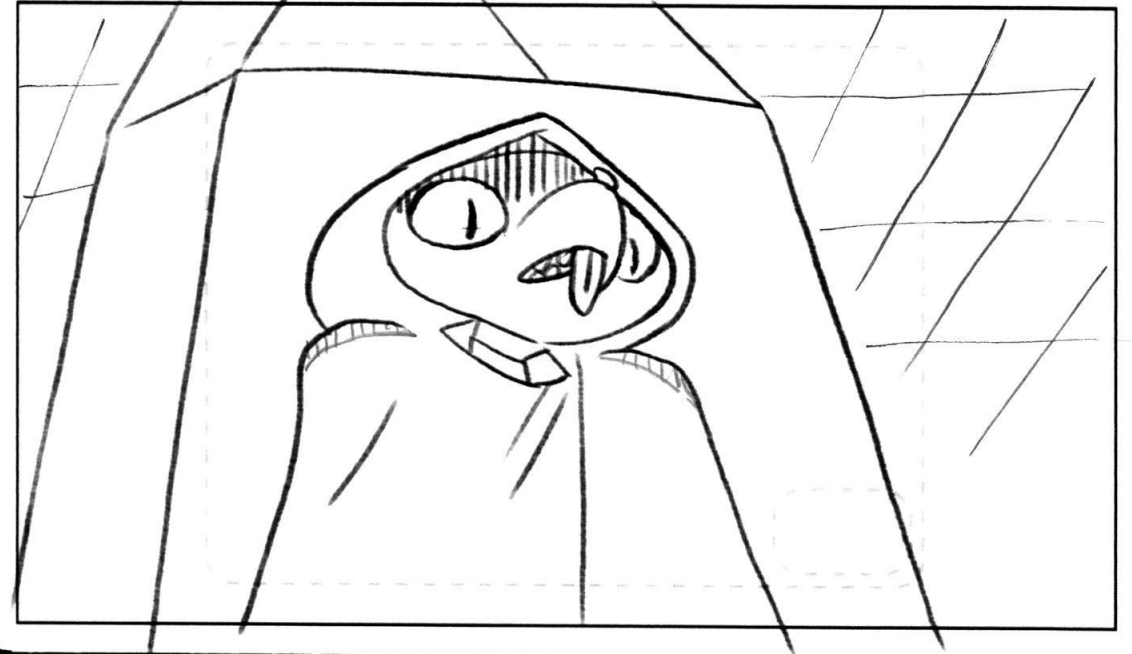


Page 159

Sc. 81 *CONT* Pnl. D Bg. day night



Sc. 82 Pnl. A Bg. day night



Dialog:

K: JUST THE
ORE, PLEASE.



Action:

- K. MAKES A
'GIMME' MOTION,

Timing:

Cycle (D)/(DI)

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EPISODE # 1025-172

1025/172

Production :

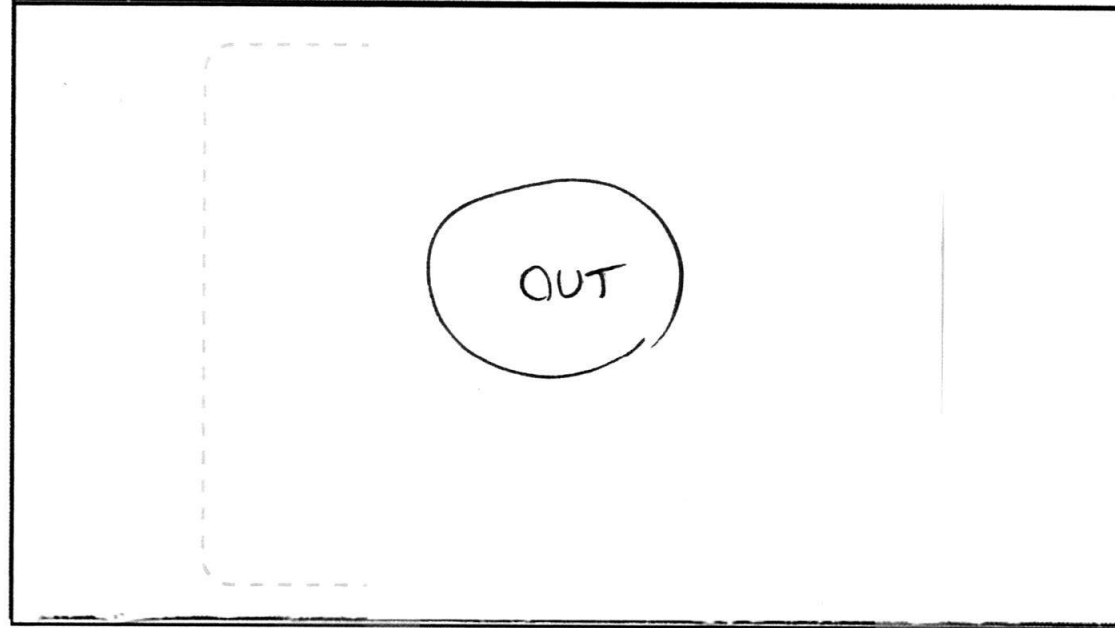
1025/172

ADVENTURE TIME



Page 160

Sc. Pnl. Bg. day night



Sc. 82 *CONT* Pnl. B Bg. day night



MW: HO-HO!
WELL DONE

FEB 10 2014

Timing:

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Production :

1025/172

1025/172

ADVENTURE TIME



Page 161

Sc. 82 CONT Pnl. C Bg. day night



Sc. 82 CONT Pnl. D Bg. day night



Dialog:

MW BY RESISTING
THE TEMPTATION
OF WEALTH...

MW: YOU HAVE
PASSED MY
TEST

Action:

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

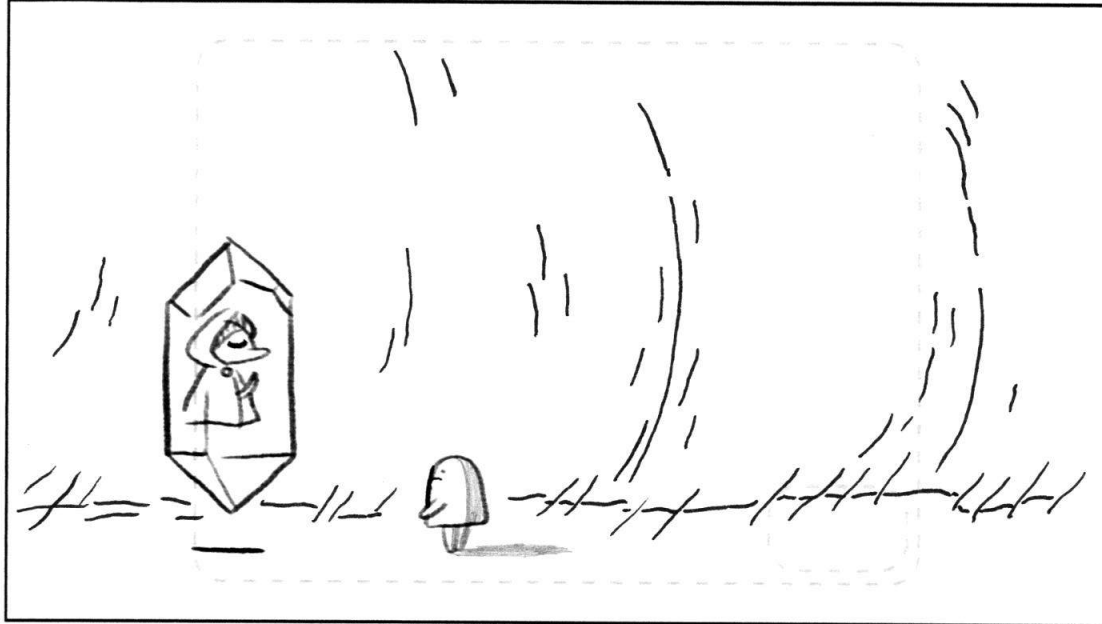
HW
CUT

ADVENTURE TIME

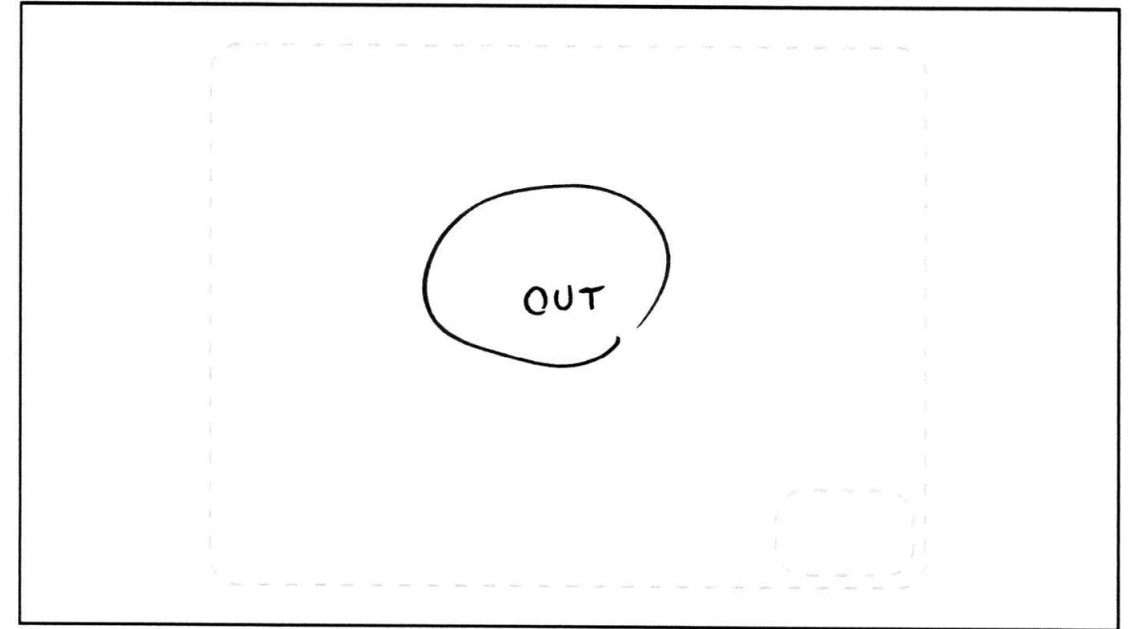


Page 162

Sc. 83 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action:

FEB 10 2014

Timing:

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Production :

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1025/172

ADVENTURE TIME

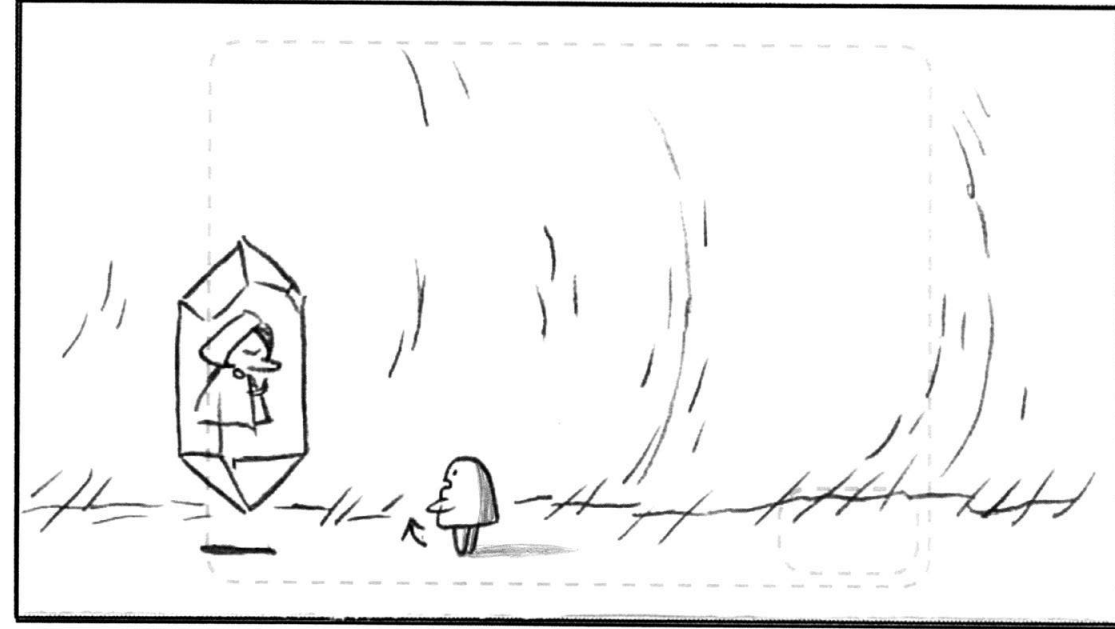


Page 163

Sc. 83 CONT Pnl. B

Bg.

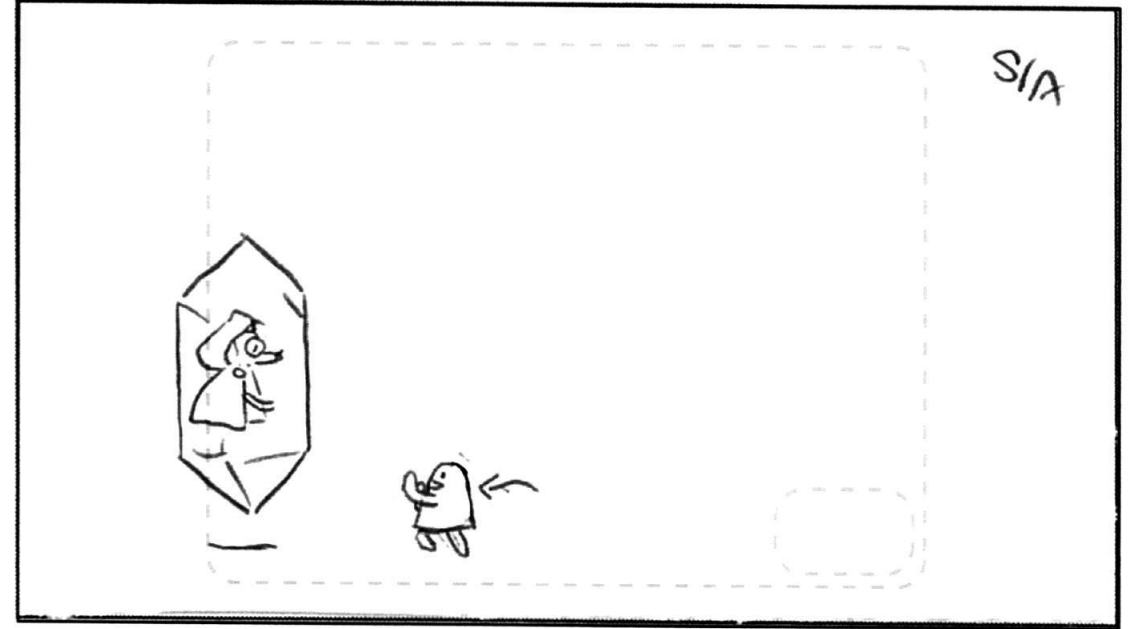
day night



Sc. 83 CONT Pnl. C

Bg.

day night



Dialog:

K: NAW, I JUST
DON'T CARE ABOUT
MONEY--

K: MY NAME IS KENT.
I'M SUPPOSED
TO FIGHT BAD GUYS.

Action:

- K. TAKES A STEP FORWARD

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Timing:

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Ho
Cut

ADVENTURE TIME



Page 164

Sc. 84

Pnl. A

Bg.

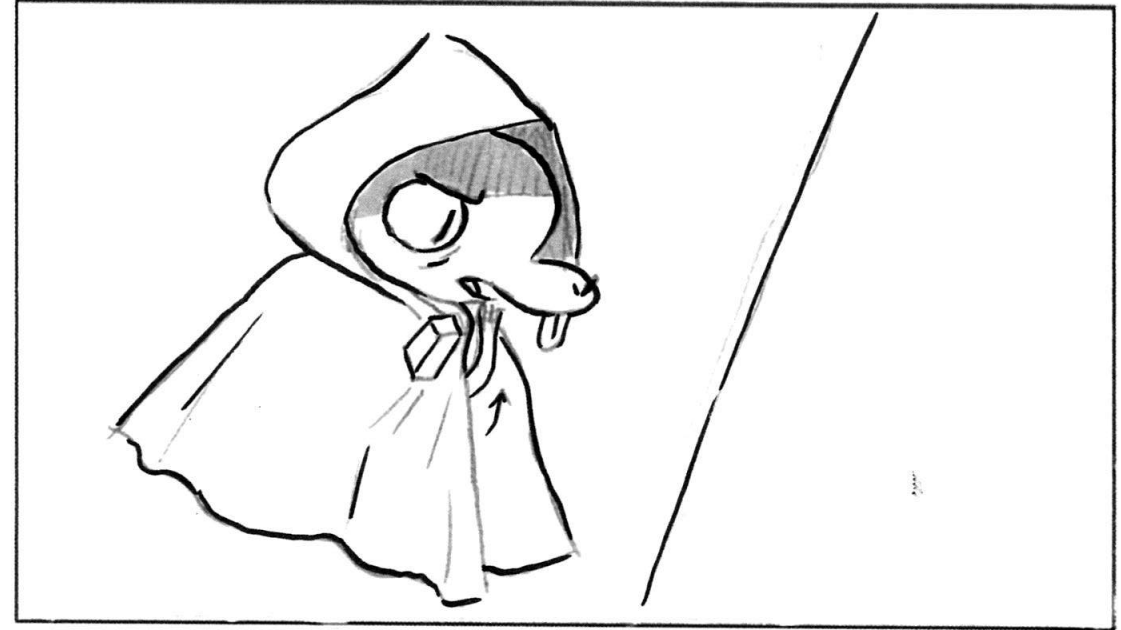
day night



Sc. 84 CONT Pnl. B

Bg.

day night



Dialog:

...

MW: ALRIGHT THAT'S
PRETTY WEIRD...

Action:

-MW LOOKS AROUND.

Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



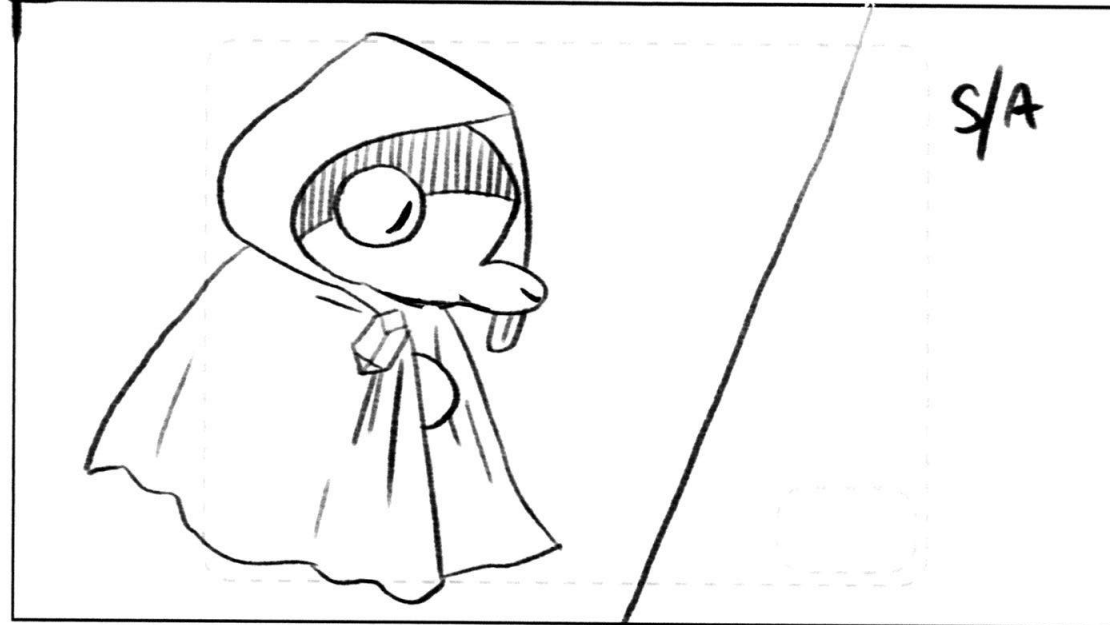
Page 165

Sc. 84 CONT

Pnl. C

Bg.

day night

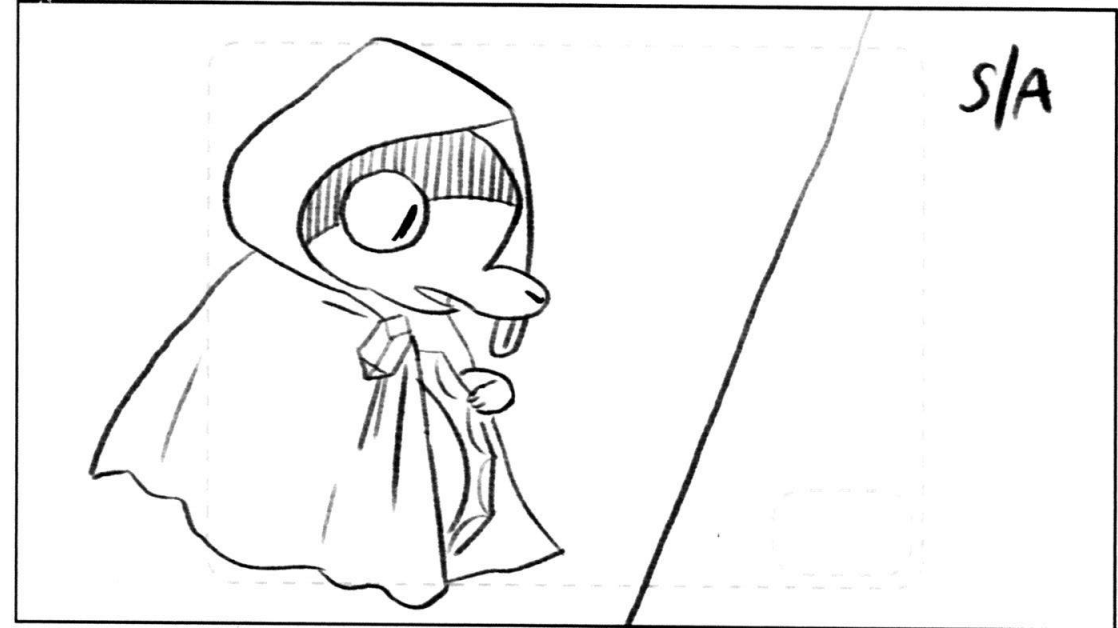


Sc. 84 CONT

Pnl. D

Bg.

day night



Dialog:

MW: BUT HERE YOU GO --

Action:

- MW REACHES INTO CLOAK. pulls out Bottle Cap.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

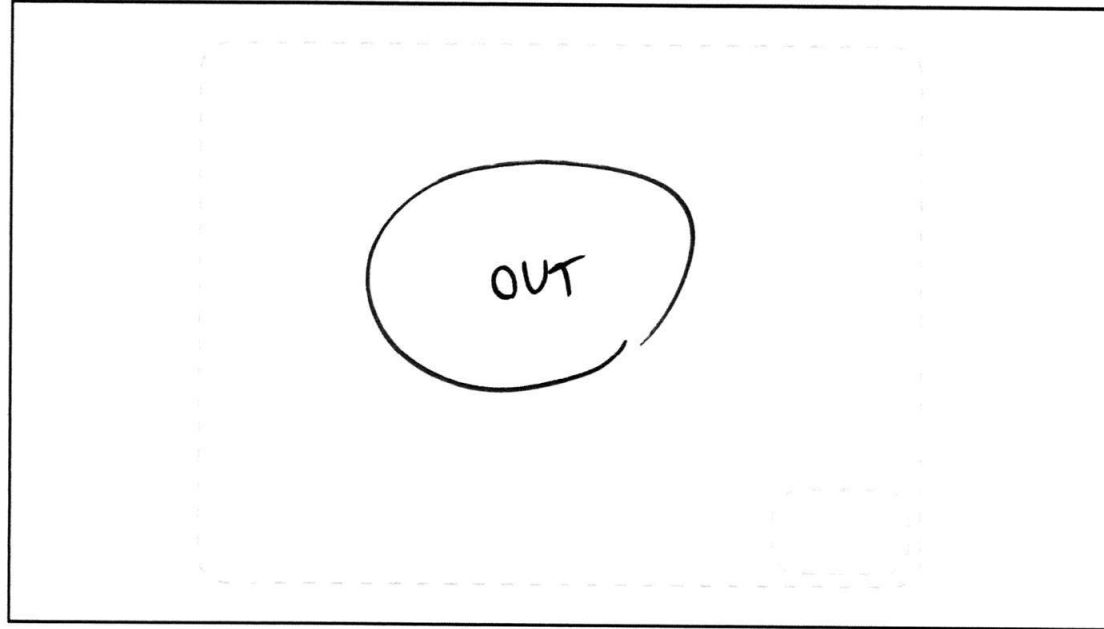
1025/172

ADVENTURE TIME



Page 166

Sc. Pnl. Bg. day night



Sc. 84 CONT Pnl. E Bg. day night



Dialog:

MW: THE UNBREAKABLE ORE.

Action:

- MW HOLDS UP BOTTLECAP.

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Timing:

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the cut

ADVENTURE TIME



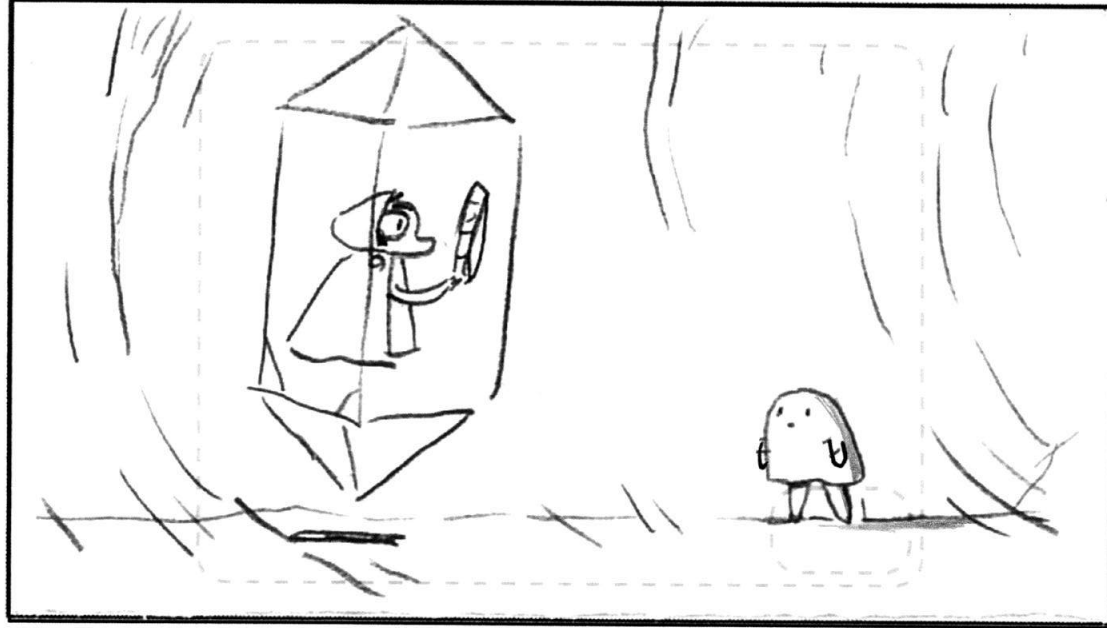
Page 167

Sc. 85

Pnl. A

Bg.

day night

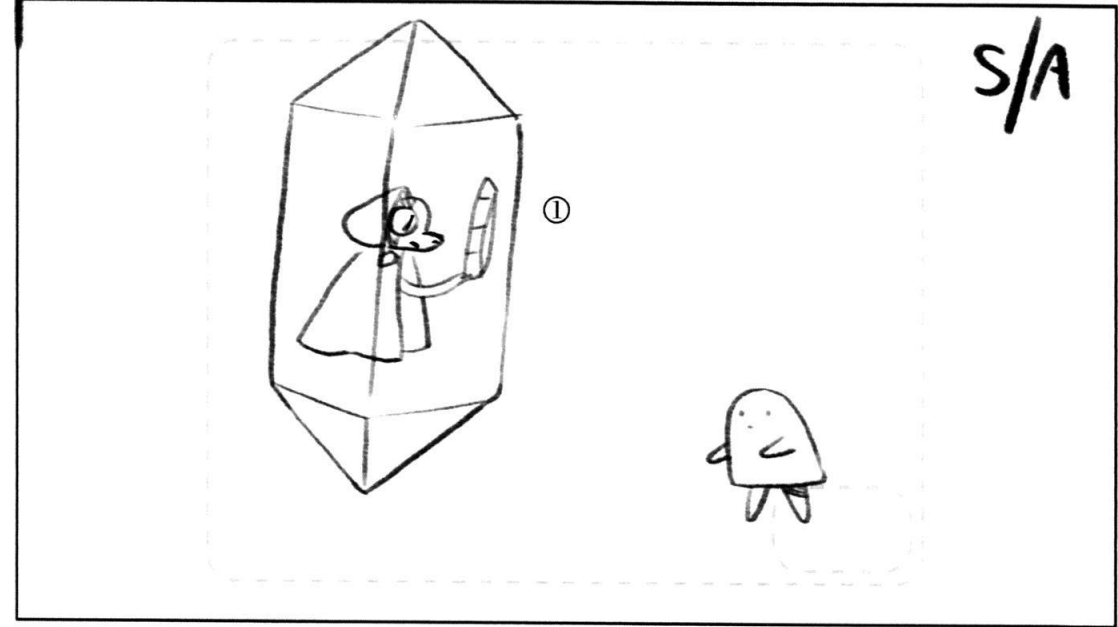


Sc. 85 *CONT*

Pnl. B

Bg.

day night



Dialog:

MW : HMM.

Action:

- CRYSTAL LEANS FORWARD
- MW PUSHES BOTTLE CAP THRU SURFACE

- MW LOOKS DOWN

Timing:

FEB 10 2014



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1025/172

Production :

1025/172

ADVENTURE TIME



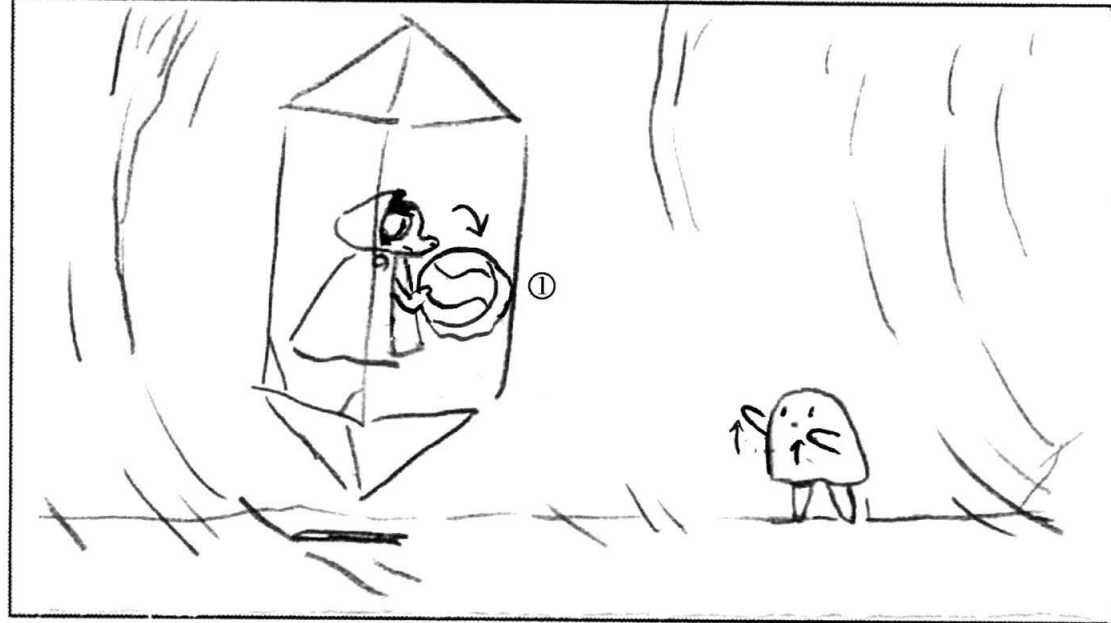
Page 168

Sc. 85 CONT

Pnl. 1C

Bg.

day night

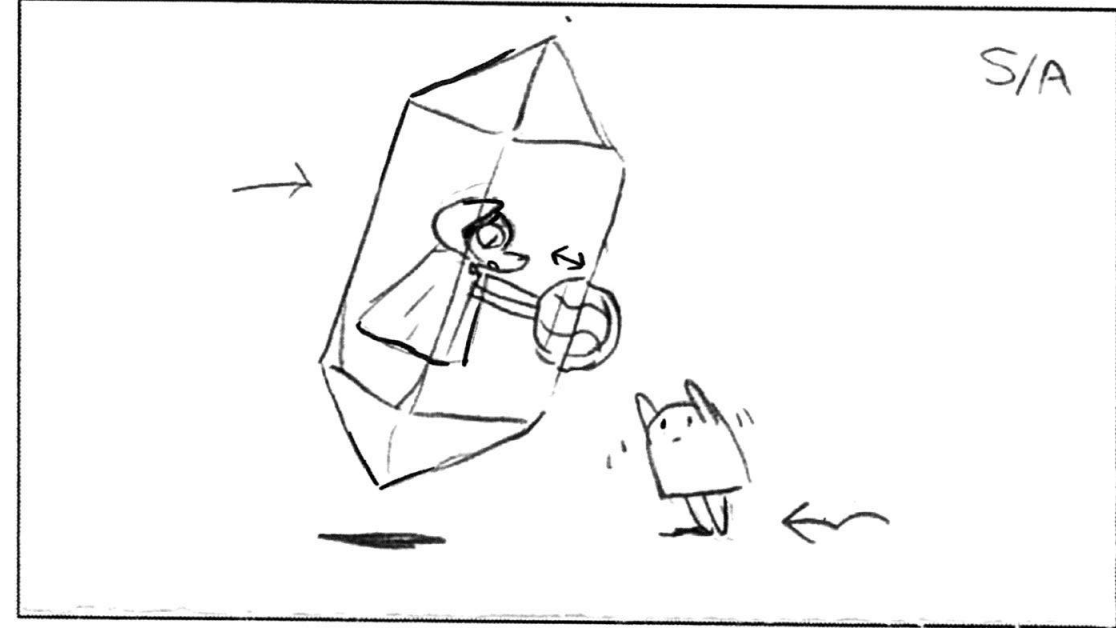


Sc. 85 CONT

Pnl. D

Bg.

day night



Dialog:

MW: [GRUNT]

Action:

- CRYSTAL LEANS FORWARD
- MW PUSHES BOTTLECAP INTO CRYSTAL.

Timing:

(STRAINING)
MW: UHH - JUST 'Y'KNOW

- K. TIGHTENS FORWARD.

FEB 10 2014



EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



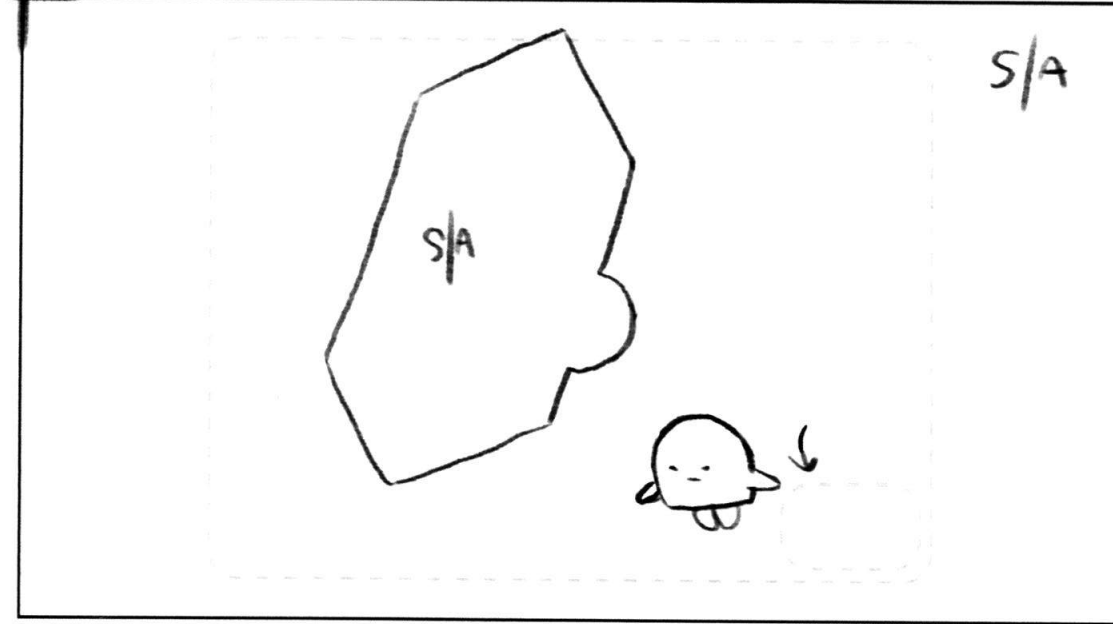
Page 169

Sc. 85 CONT

Pnl. E

Bg.

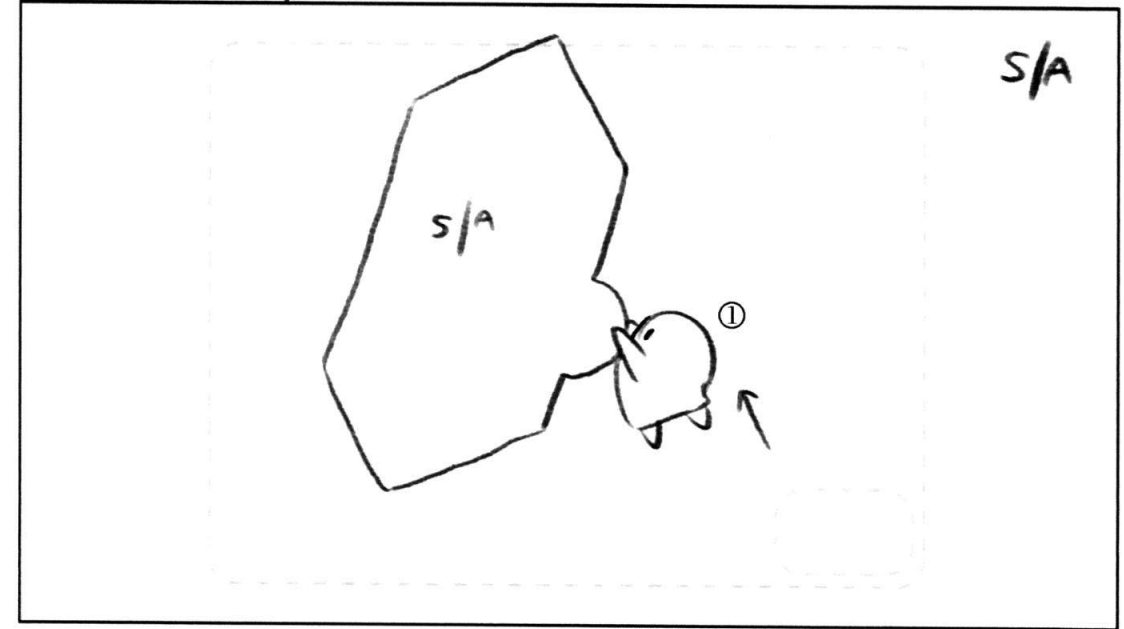
day night



Sc. 85 CONT Pnl. F

Bg.

day night



Dialog:

Action:

- K SQUATS

- K JUMPS UP TO GRAB BOTTLECAP

Timing:

FEB 10 2014

FEB 10 2014



EPISODE # 1025-172

1025/172

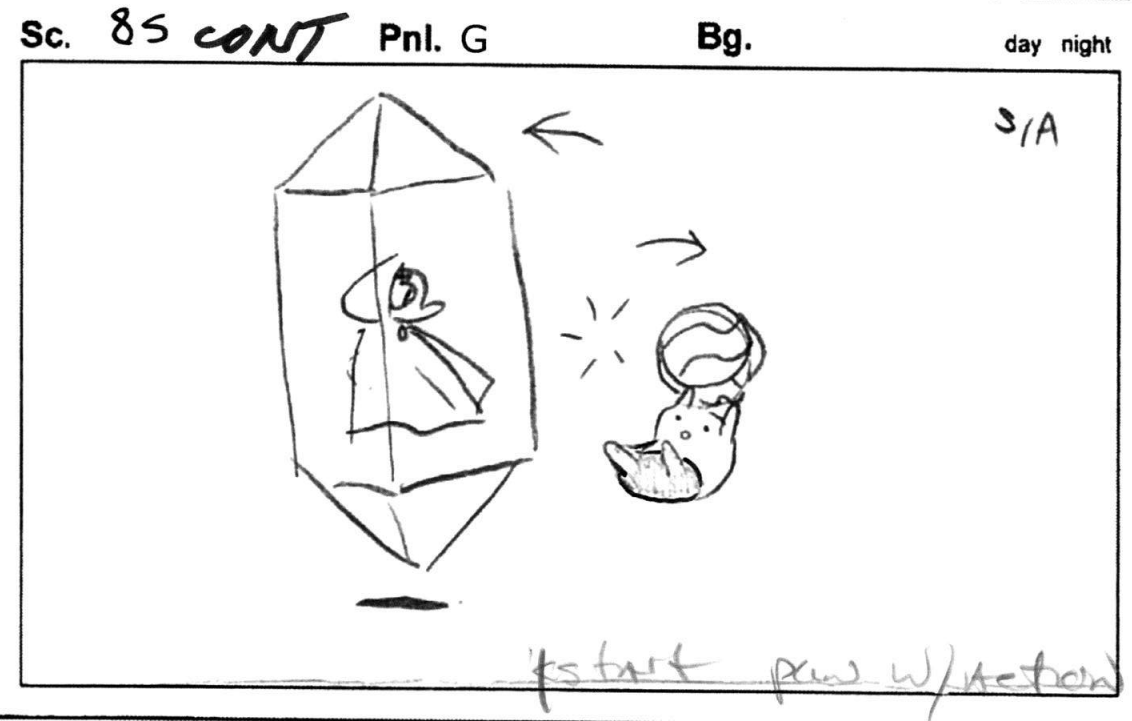
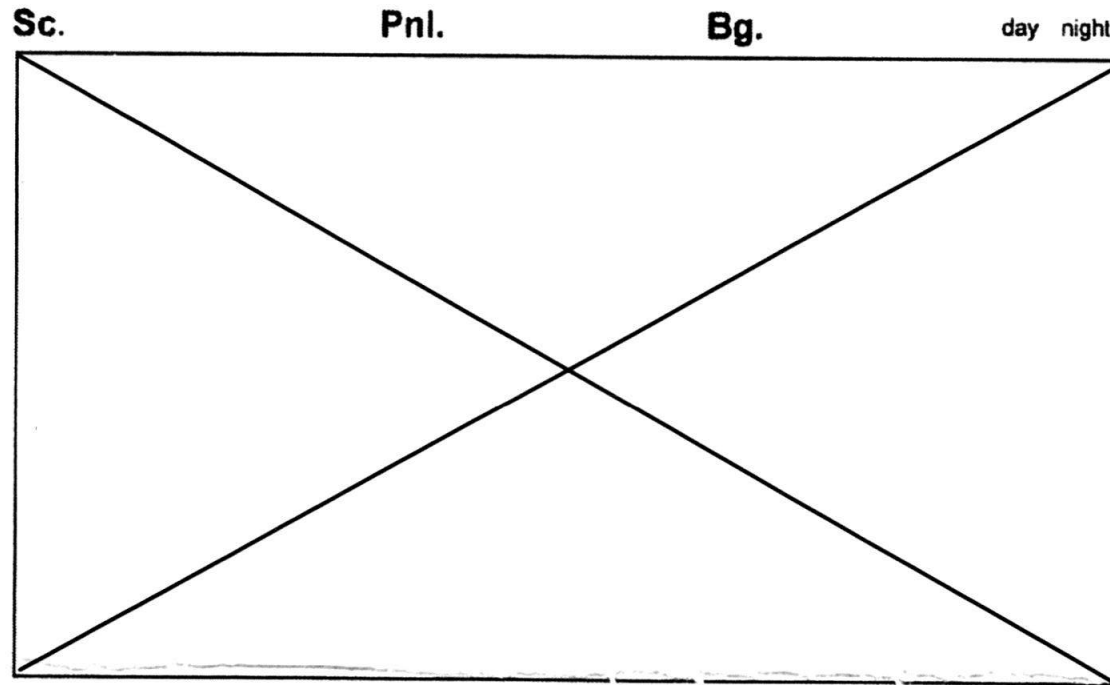
Production :

1025/172

ADVENTURE TIME



Page 170



Dialog:	<u>K: [STRAINING]</u>	
Action:	- K. PULLS AT BOTTLECAP	- K DISLODGES BOTTLECAP AND FALLS BACK
Timing:	FEB 10 2014	

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1025/172

Production :

1025/172

ADVENTURE TIME



Page 171

S/G Sc. 85 CONT

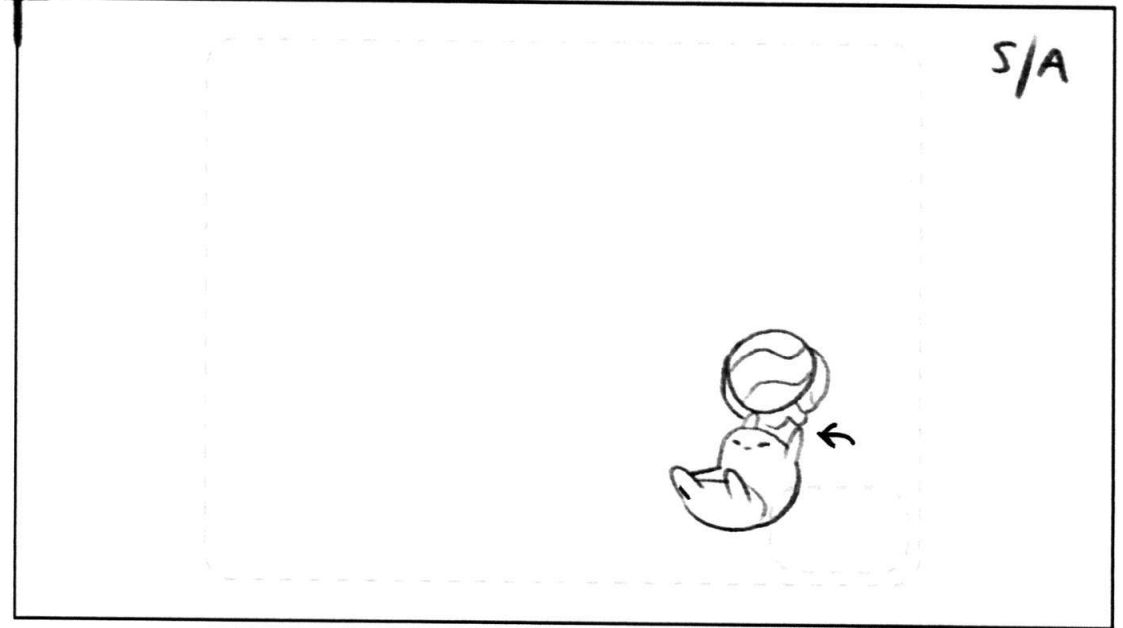
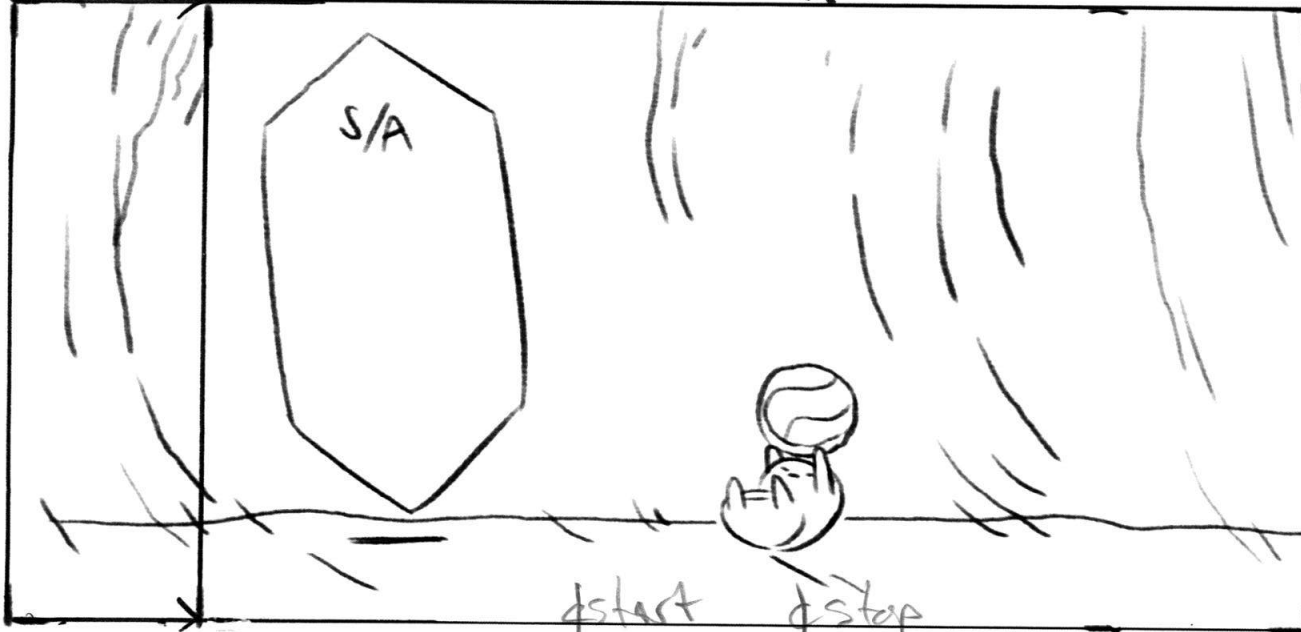
H Bg.

day night

Sc. 85 CONT Pnl. I

Bg.

day night



Dialog:

pan w/Action
K: [IMPACT]
MW, OOP THERE THERE SHE GOES.

Action:

- K. FALLS TO GROUND
- ADJ. W/ ACTION

Timing:

FEB 10 2014

1025-172

EPISODE #

1025/172

Production :

1025/172

ADVENTURE TIME



*Cut w/ wipe
to post*

Page 172

Sc. **85 CONT** Pnl. **J**

Bg.

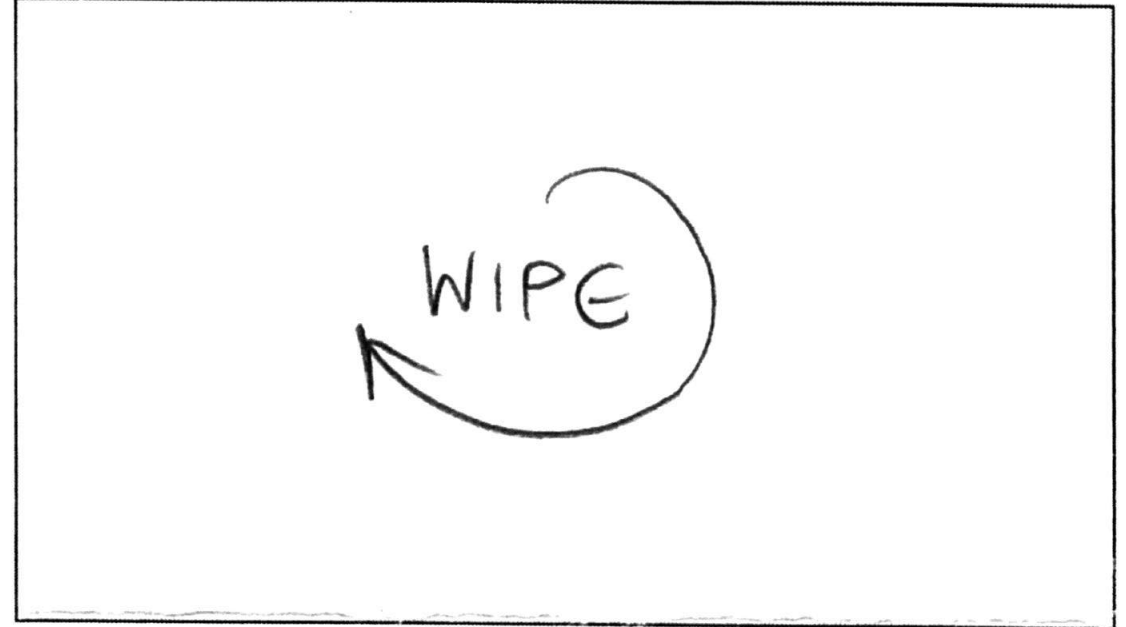
day night



Sc. **85 CONT** Pnl.

Bg.

day night



Dialog:

K:
HA-HA

Action:

- K. ROLLS
- ADJ. w/ ACTION

FEB 10 2014

Timing:

Production : 1025/172 EPISODE # 1025-172

1025/172

1025/172

Cut w/ w/ to post

ADVENTURE TIME



Page 173

Sc 86

Pnl

Pnl. Rn A

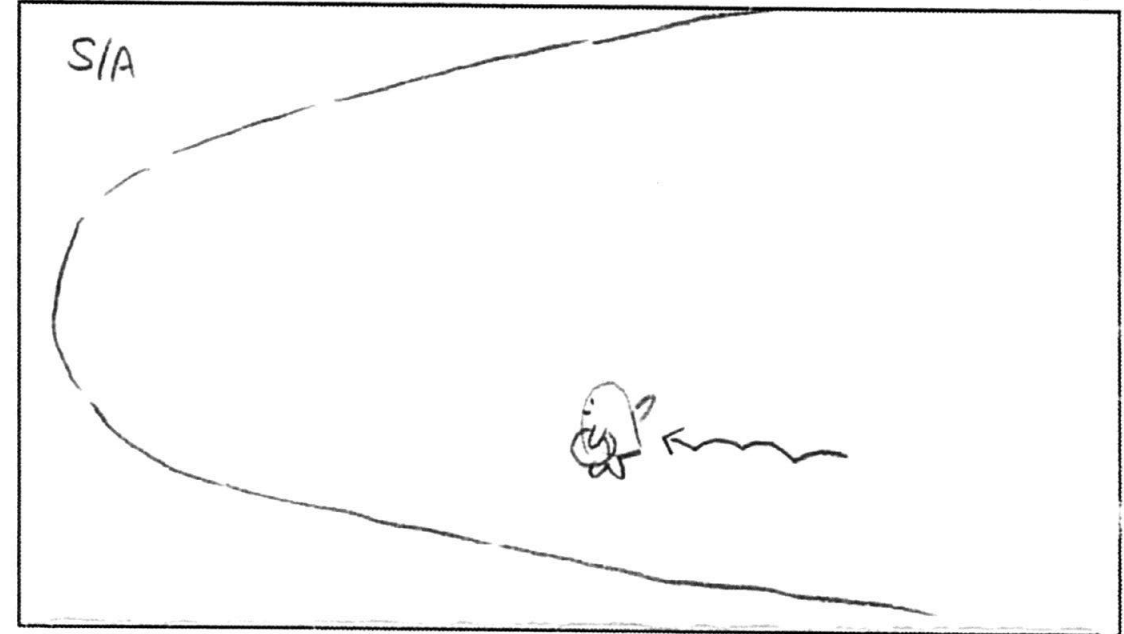
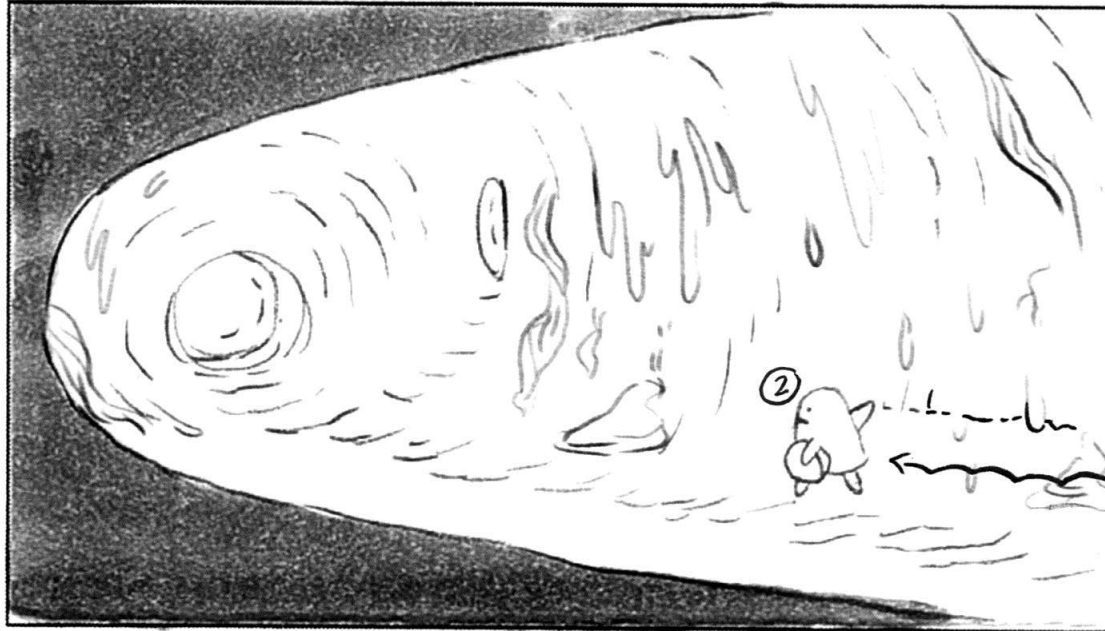
Bg.

day night

Sc. 86 CONT Pnl. B

Bg.

day night



Dialog:

K: [HUMMING]
BROTHER
SONG.

Action:

- K WALKS DOWN
ROOT TUNNEL RUNNING
HAND ALONG WALL

Timing:

①

AI

②

IN

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

He
Cent

ADVENTURE TIME



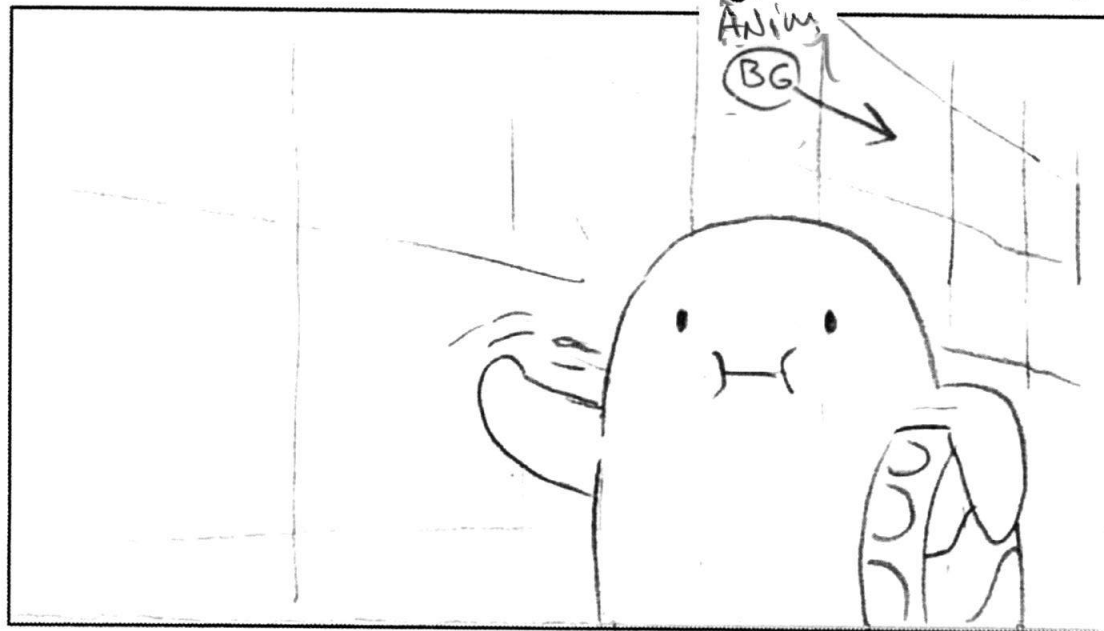
Page 174

Sc. 87

Pnl. A

Bg.

day night

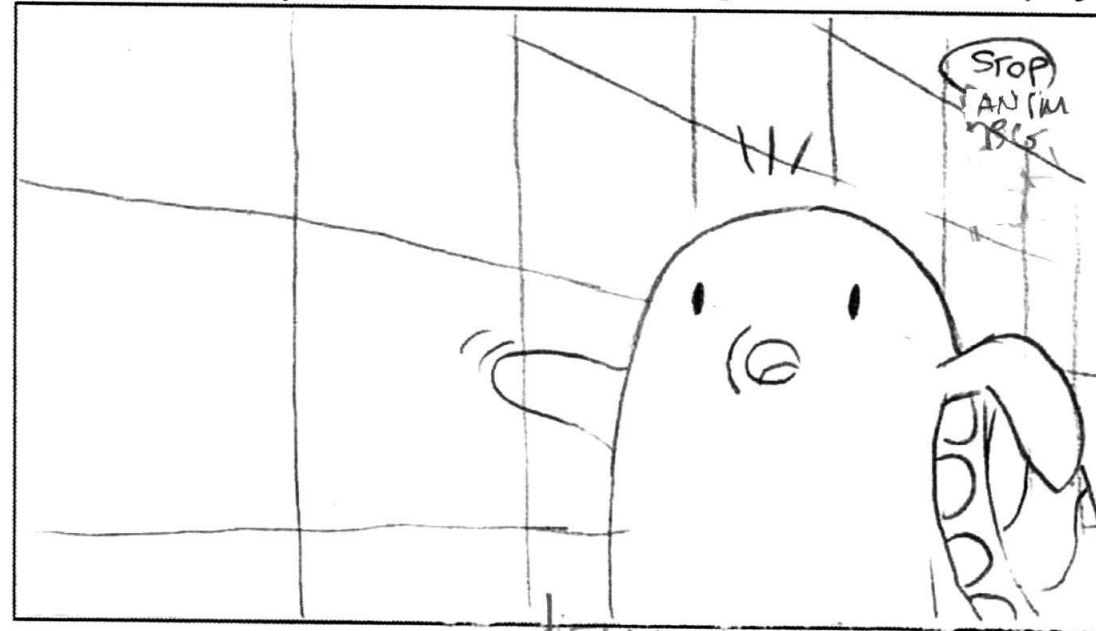


Sc. 87 CONT

Pnl. B

Bg.

day night



Dialog:

K: [HUMMING] _____

K: [GASP]

Action:

- K. STOPS SUDDENLY.

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

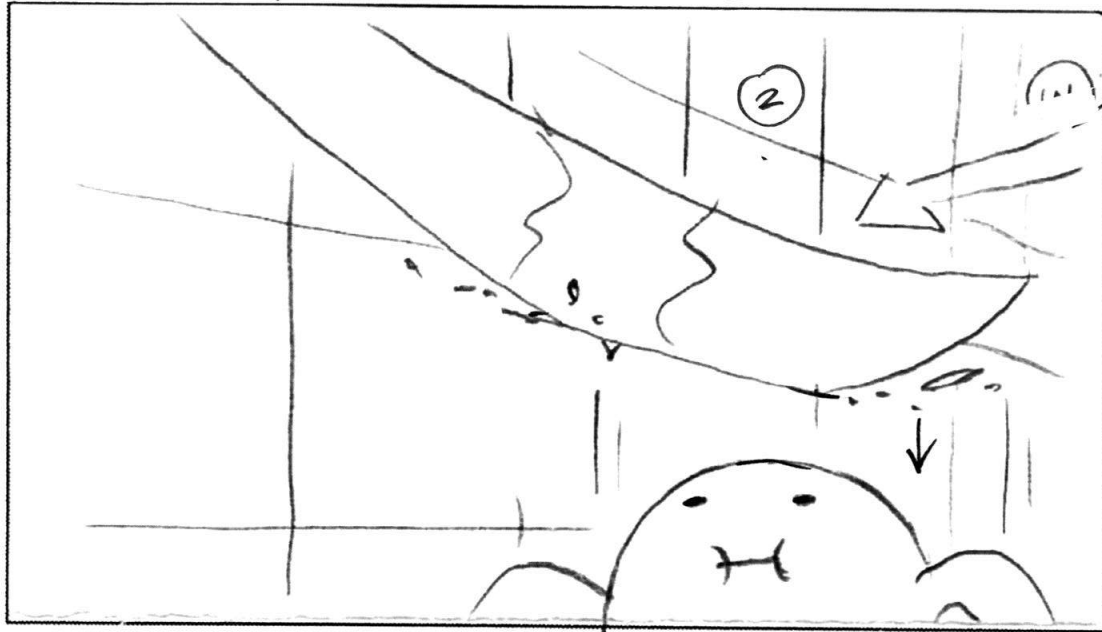
1025/172

ADVENTURE TIME

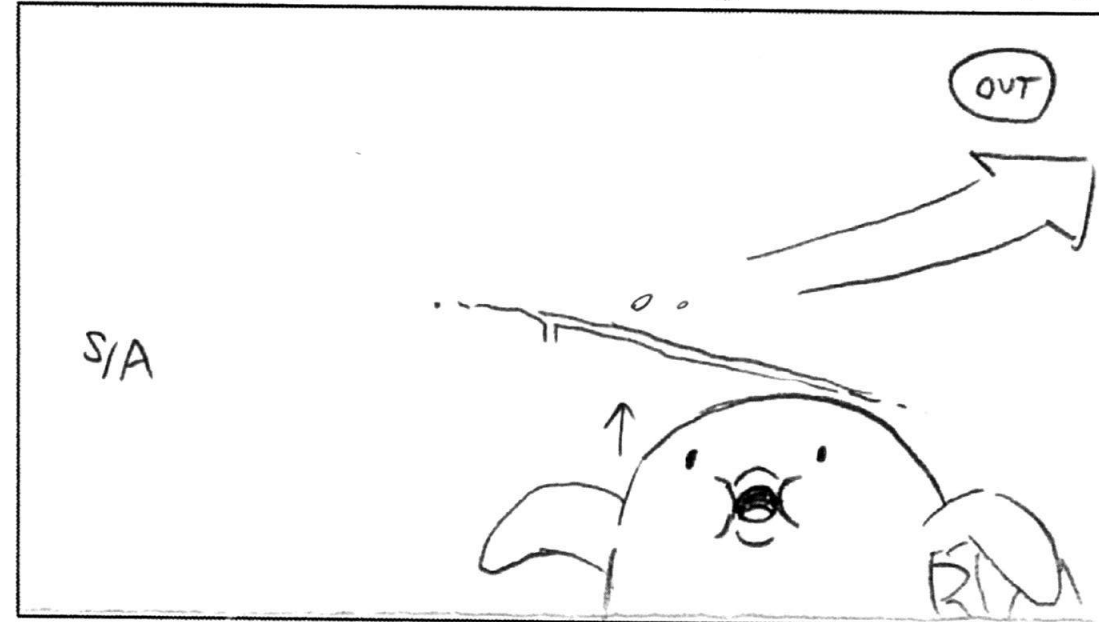


Page 175

Sc. 87 CONT Pnl. C Bg. day night



Sc. 87 CONT Pnl. D Bg. day night



Dialog:

WHOOOSH -
SFX: *SHKK!*

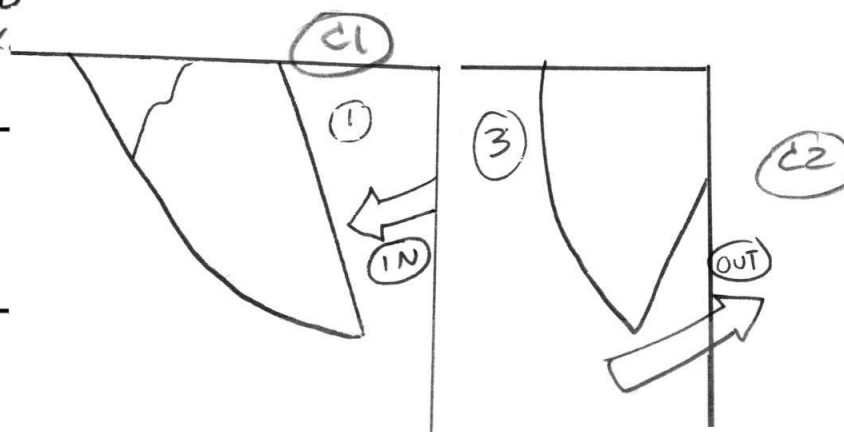
K: WOOP-WOOP!

Action:

- SWORD AS K. - SWORD HITS WALL AS K. DUCKS.

- SWORD SWINGS BACK. OFF/S

Timing:



FEB 10 2014

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Production :

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1025/172

ADVENTURE TIME



Page 176

Sc. 87 *cont* Pnl. E

Bg.

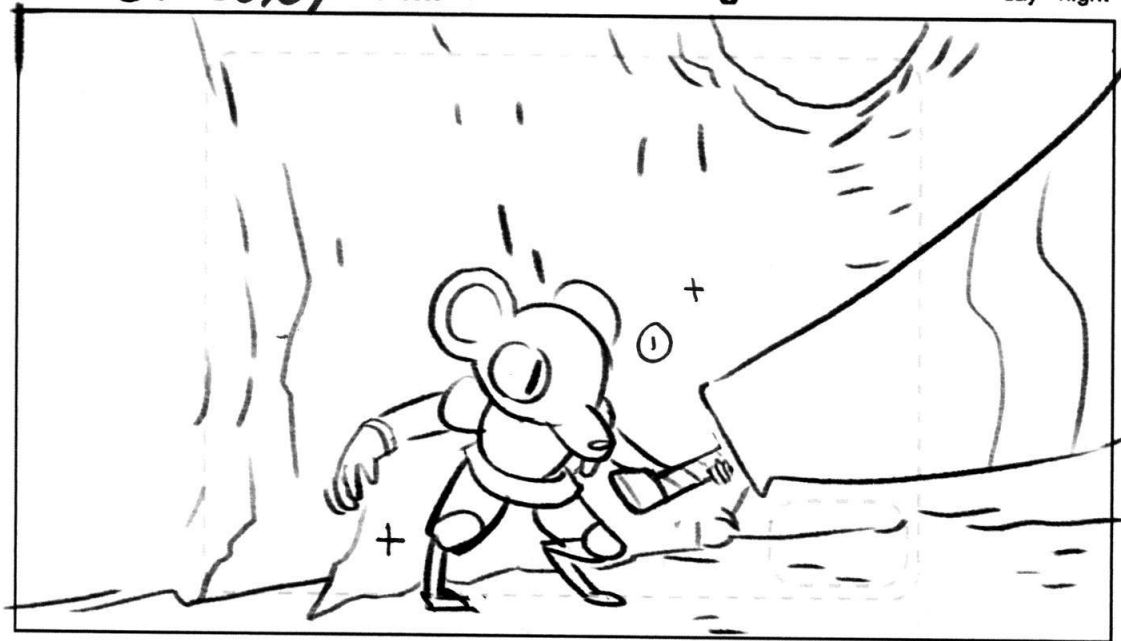
day night



Sc. 87 *cont* Pnl. F

Bg.

day night



EPISODE # 1025-172

Dialog:

Action:

Timing:

S/A (F) → Fast Diag Zip PAN

stop

S/A (E)

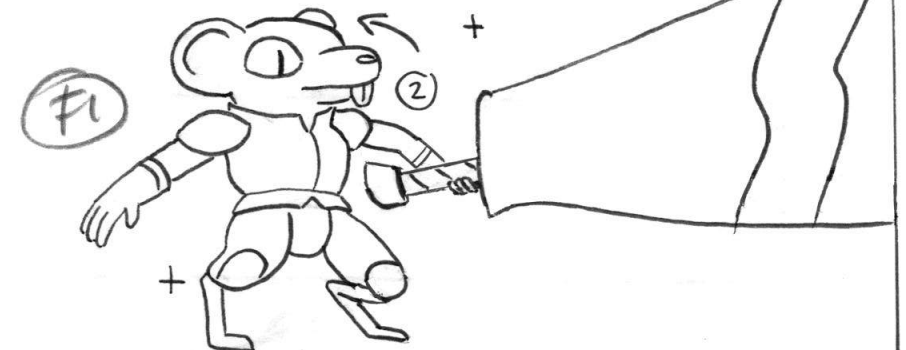
- ZIP PAN →

TO MOUSE KNIGHT

S/A (D)

45 hrs FEB 10 2014

-TIMING NOTE:
• ANIMATE THROUGH THIS POSE



1025/172

ADVENTURE TIME



Page 177

Sc. 87 CONT Pnl. G

Bg.

day night



Sc. 87 CONT Pnl. H

Bg.

day night



Dialog:

SFX: *CHKKK*

Action:

- MOUSE WARRIOR SWINGS BACK SWORD.

Timing:

FFP 1 0 2014

Production :

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ADVENTURE TIME



Sc. 87 *CONT*

Pnl. I

Bg. *10*

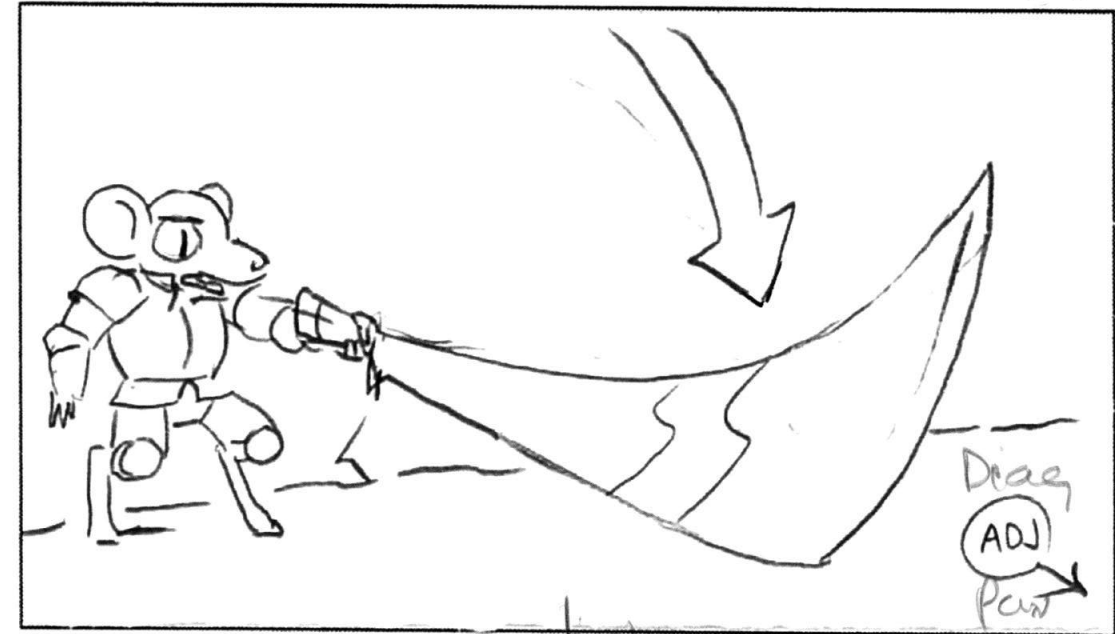
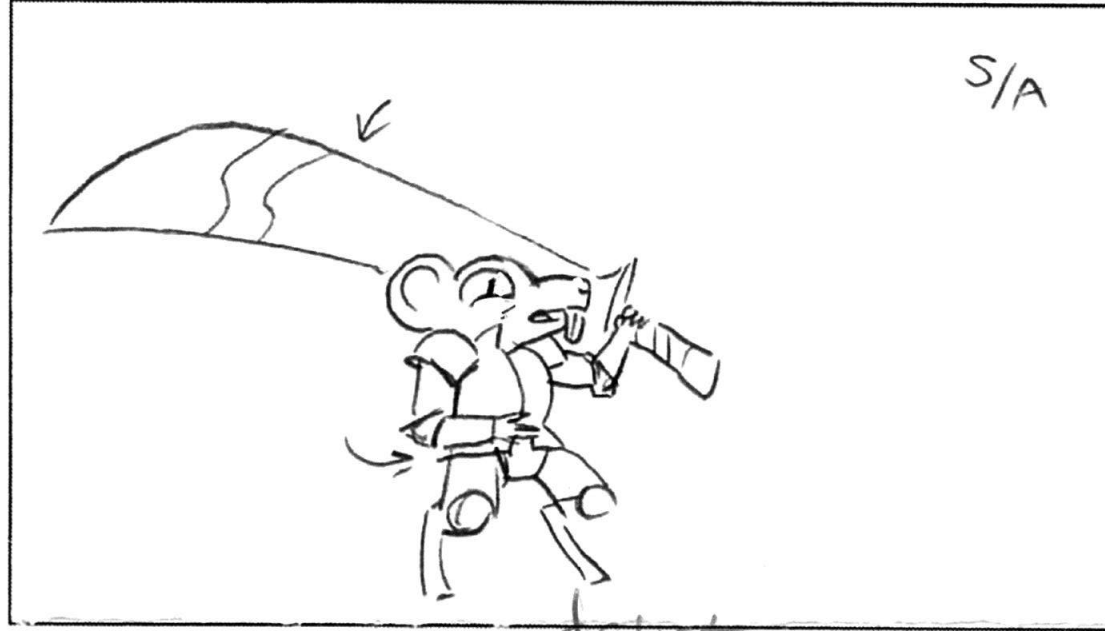
day night

Sc. 87 *CONT*

Pnl. J

Bg. *11*

Page 178
178A NEXT
day night



Dialog:

MK: GREETING-S...

MK: COME TO
FIGHT ME, EH !?

Action:

- MK BRANDISHES
SWORD.
- ADJ. W/ ACTION

Timing:

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Production :

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1025/172

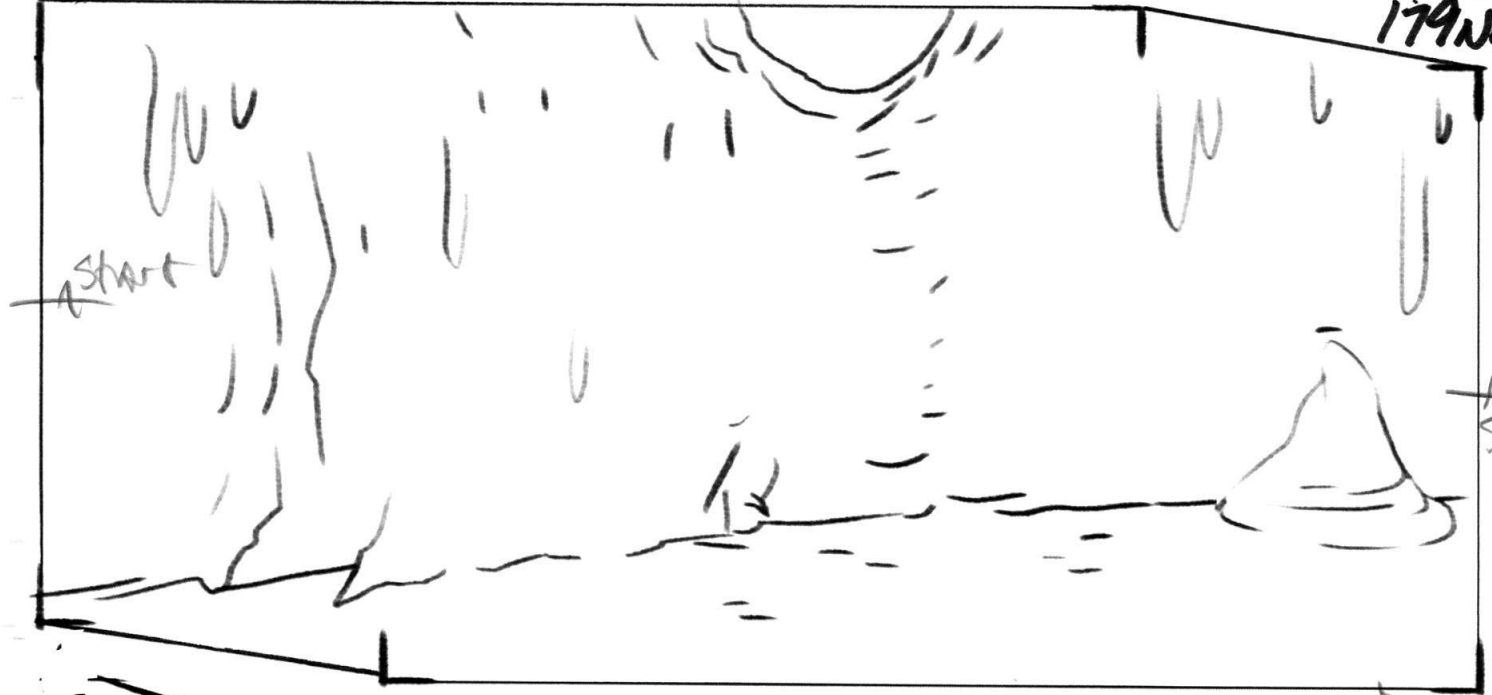
ADVENTURE TIME



SC 87

Page 178 A 179
179 NEXT Cut

S/A
(I)



Diag
pan

- PAN LAYOUT
REFERENCE (J)

S/A (J)

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Dialog:

Action:

Timing:

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1025/172

Hu
Cut

ADVENTURE TIME



Page 179

Sc. 88

Pnl. A

Bg.

day night

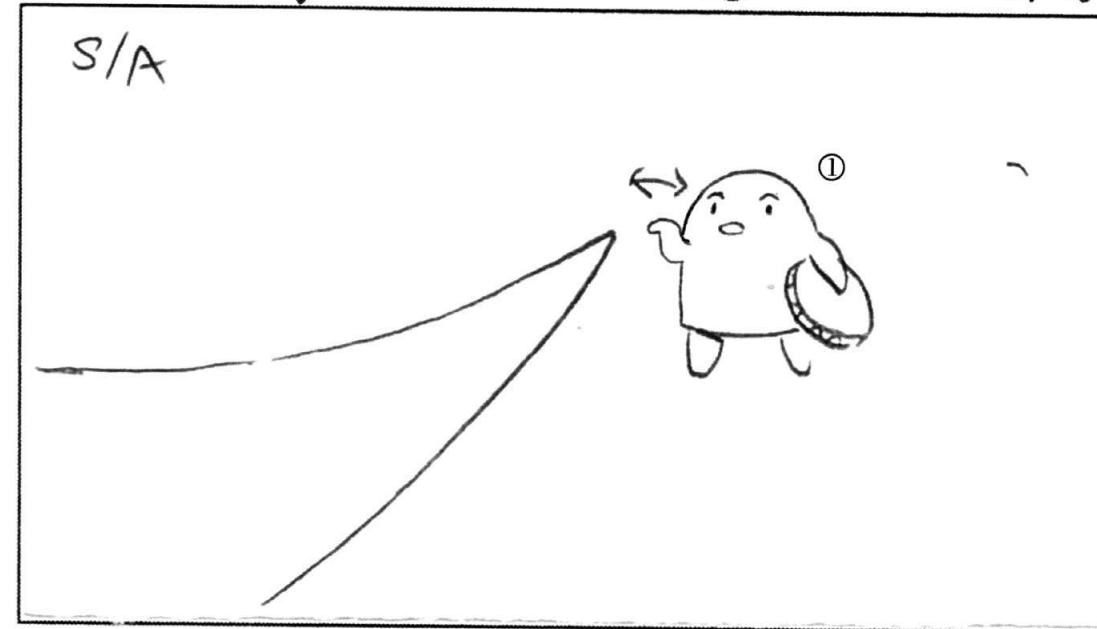


Sc. 88 CONT

Pnl. B

Bg.

day night



Dialog:

K: ^(A) MY NAME
IS KENT

Action:



Timing:

K AND IF I HAD A
SWORD I'D TOTALLY
FIGHT YOU.

- K. JABS AT AIR.



FEB 10 2014

Production :

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1025/172

Hu
Cut

ADVENTURE TIME



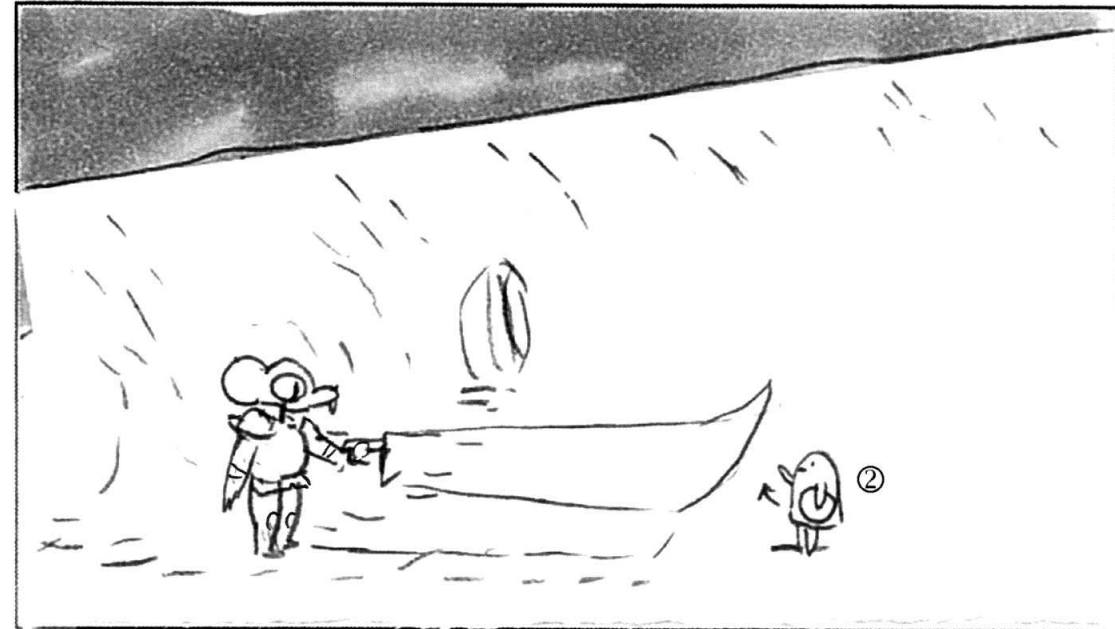
Page 180

Sc. 89

Pnl. A

Bg.

day night



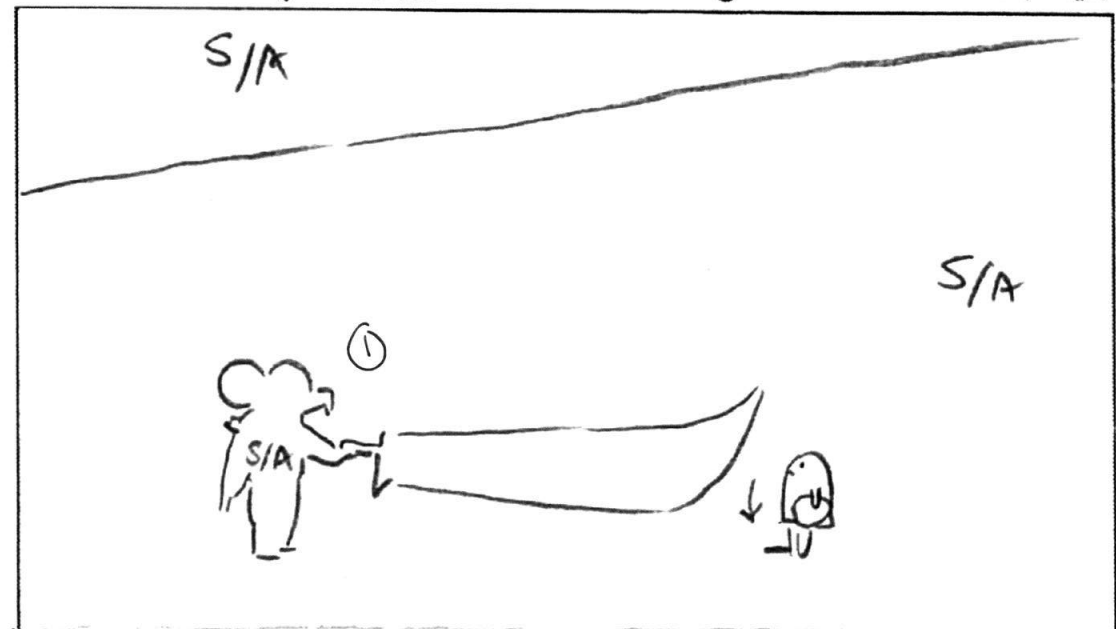
Sc. 89

CONT

Pnl. B

Bg.

day night



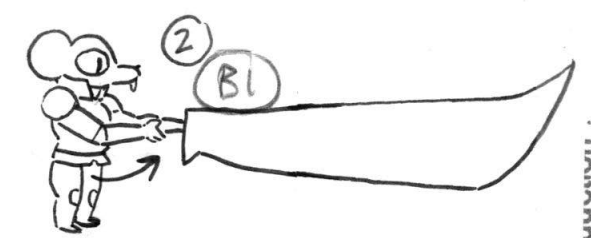
Dialog:

K: BUT FOR NOW,
I'M LOOKING FOR
A CLOD OF "MYSTIC EARTH"

Action:

-K LOWERS ARM

Timing:



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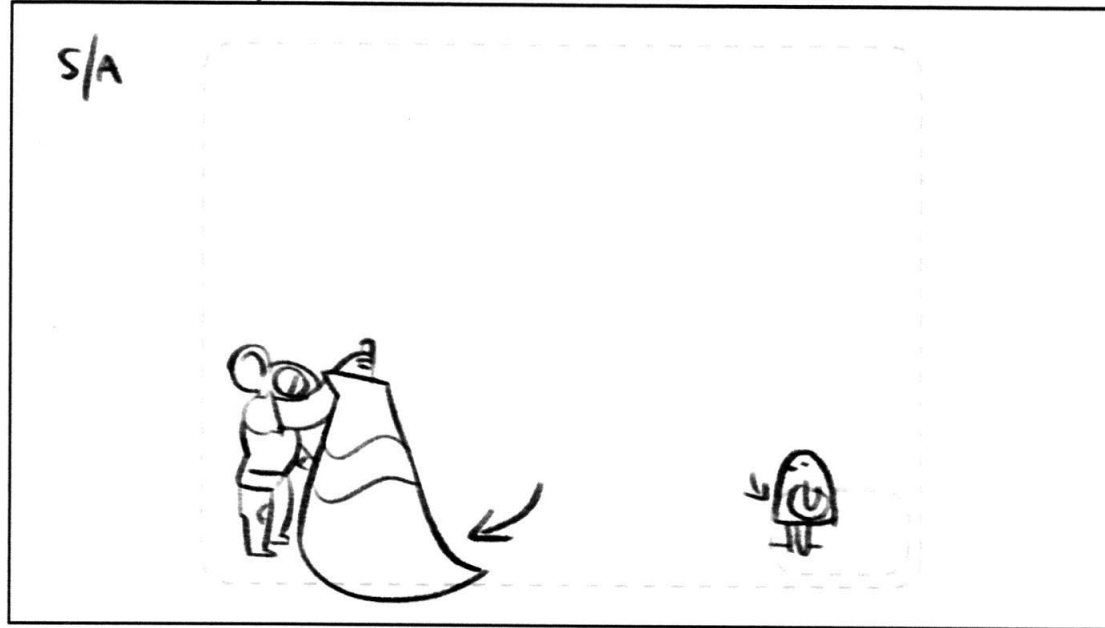
Ku Cut

ADVENTURE TIME

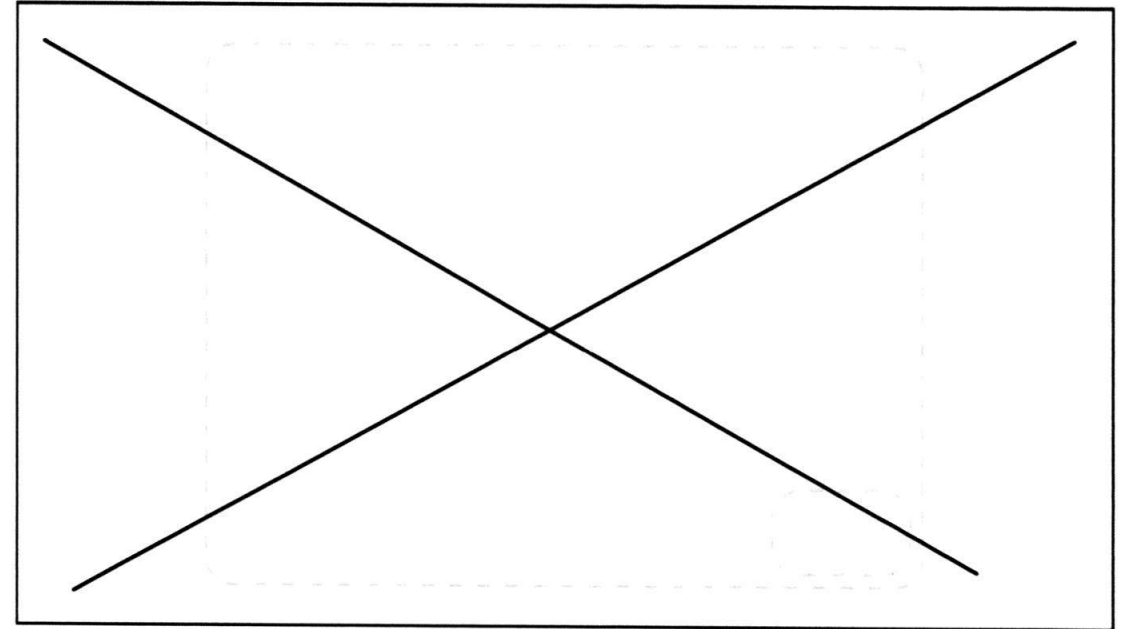


Page 181

Sc. 89 const Pnl. C Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Mouse knight lifts arm and
swings sword behind him

Action:

Kent lowers arm

FEB 10 2014

Timing:

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Production :

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1025/172

ADVENTURE TIME



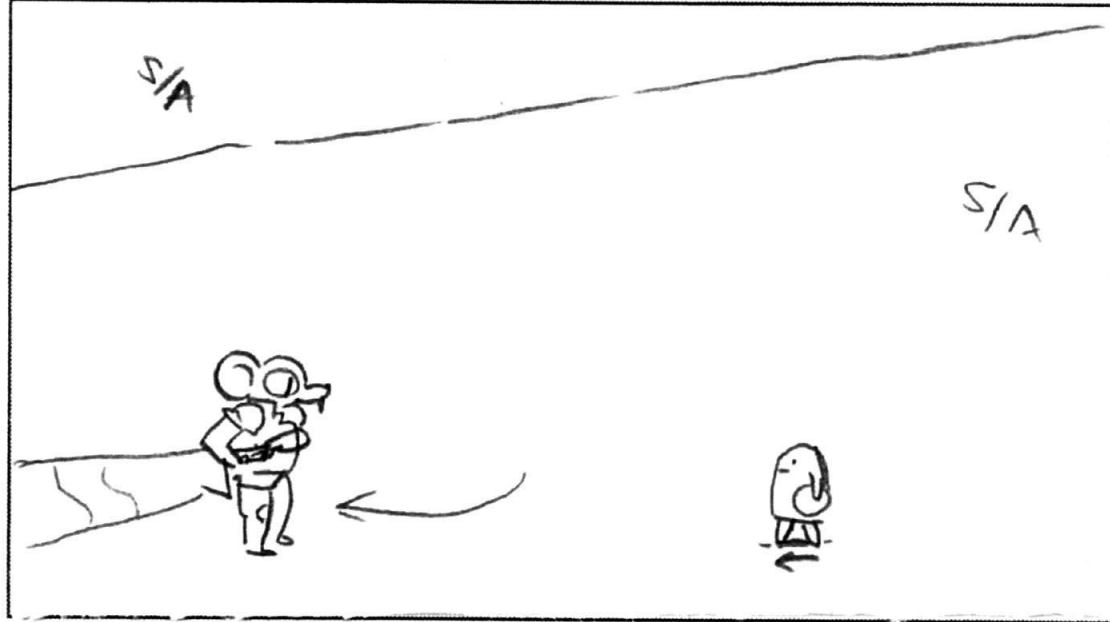
Page 182

Sc. 89 *CONT*

Pnl. D

Bg.

day night



Sc. 90

Pnl. A

Bg.

day night



Dialog:

MK: YES. I HAVE
WHAT YOU
SEEK --

MK: BUT CONSIDER
THIS .INSTEAD...

Action:

- MW PULLS BACK
SWORD.

FEB 10 2014

Timing:

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Production :

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ADVENTURE TIME



Page 183

HO
CUT

Sc. 90 *CONT* Pnl. B Bg. day night



Sc. 90 *CONT* Pnl. C Bg. day night



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1025/172

Dialog:

SFX: HMM

- CHAMBER ILLUMINATES TO REVEAL 3 DAUGHTERS FLOATING

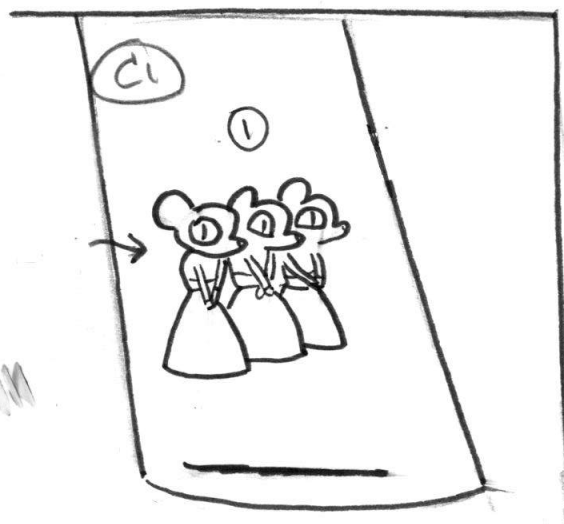
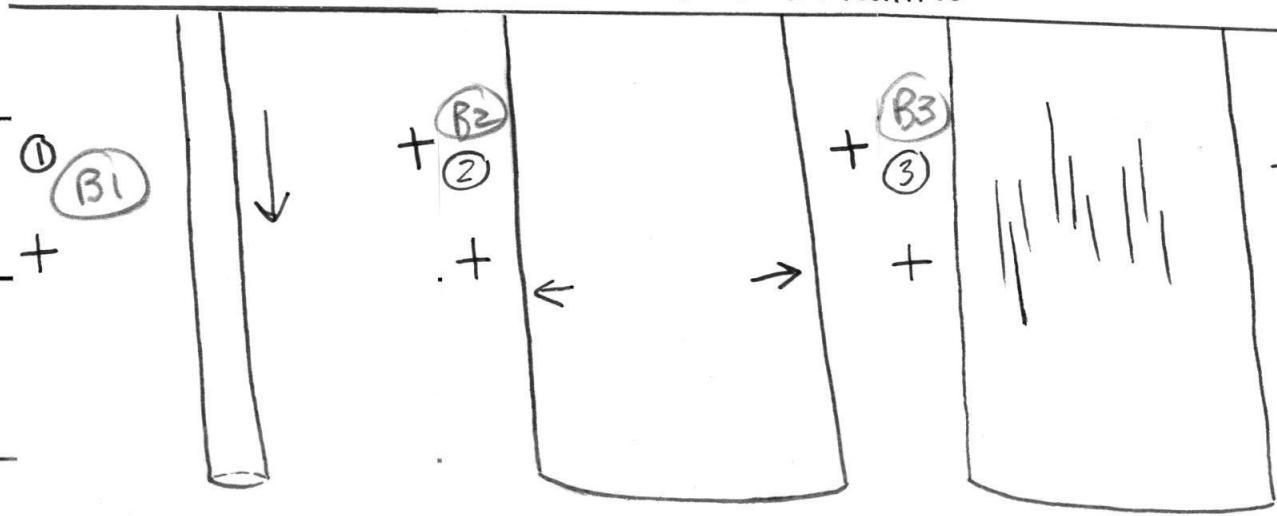
MR: I OFFER YOU
THE HAND OF ONE
OF MY DAUGHTERS

- SPOTLIGHT
FOLLOWS
DAUGHTERS

FEB 1 2011

Action:

Timing:



1025/172

1025/172

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ADVENTURE TIME



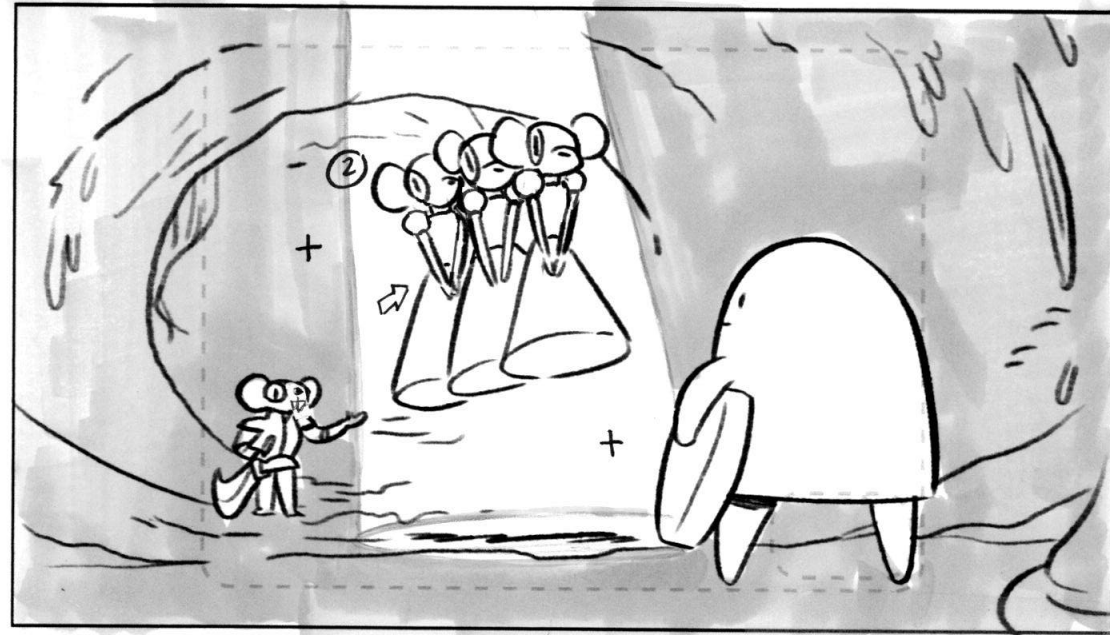
Page 184

Sc. 91

Pnl. A

Bg.

day night



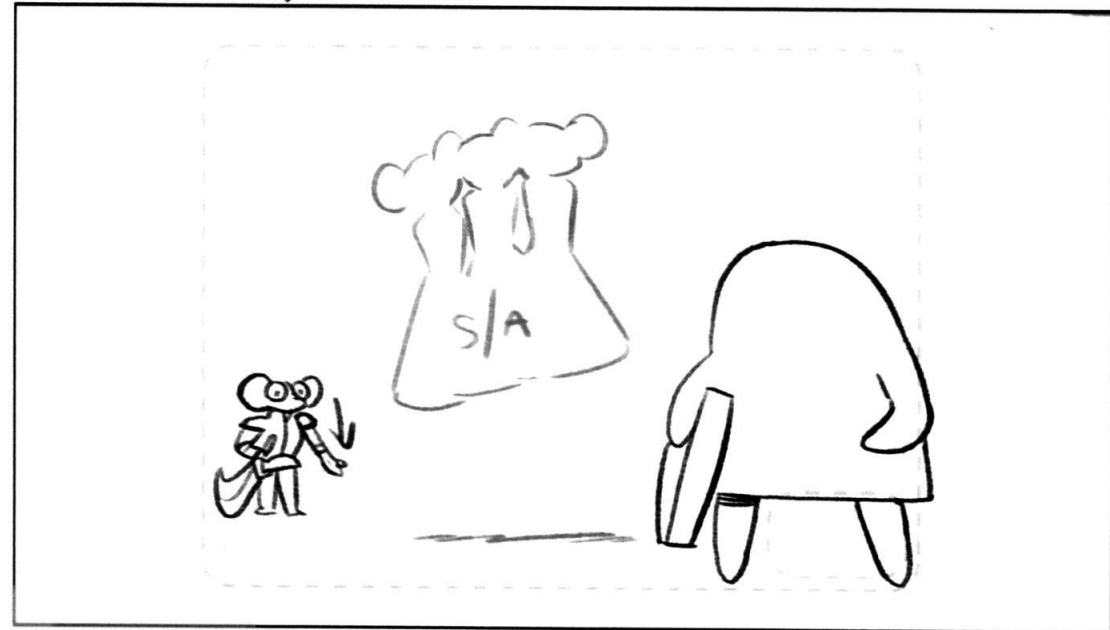
Sc. 91

CONT

Pnl. B

Bg.

day night

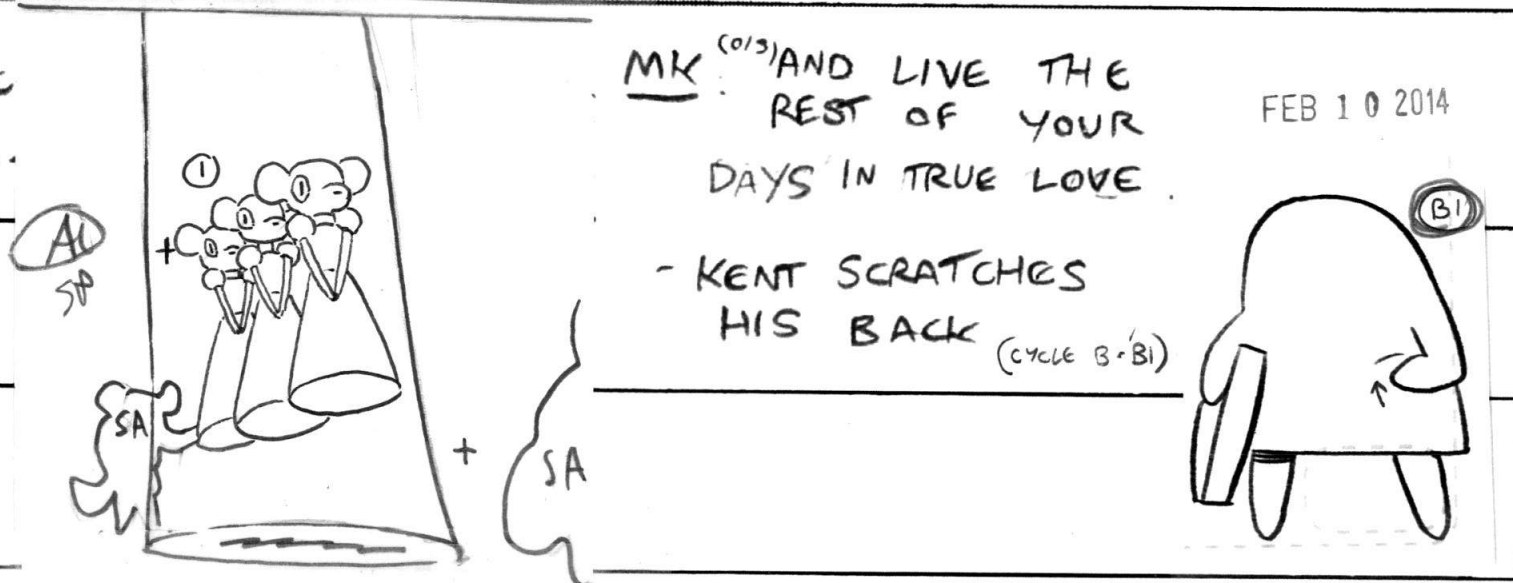


Dialog:

MK: YOU'LL BECOME
GOOD HUSBAND..

Action:

Timing:



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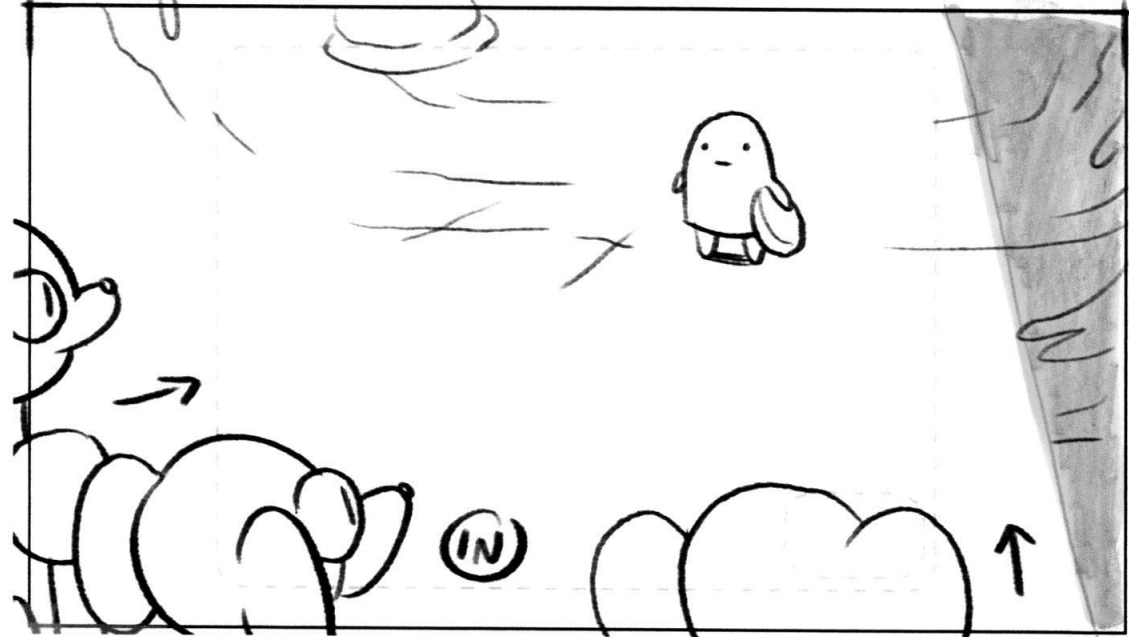
1025/172

Ho
Cut

Sc. 92 Pnl. A Bg. day night



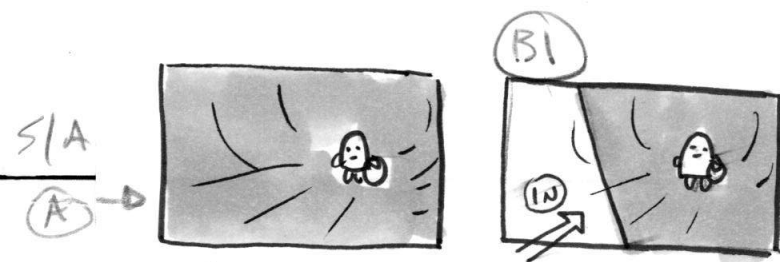
Sc. 92 *CONT* Pnl. B Bg. day night



Dialog:

Action:

Timing:



SPOTLIGHT ANIMATES IN
WITH FLOATING MICE CHILDREN.

- MICE CHILDREN FLOAT ON/S

FEB 10 2011

Production :

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1025/172

ADVENTURE TIME



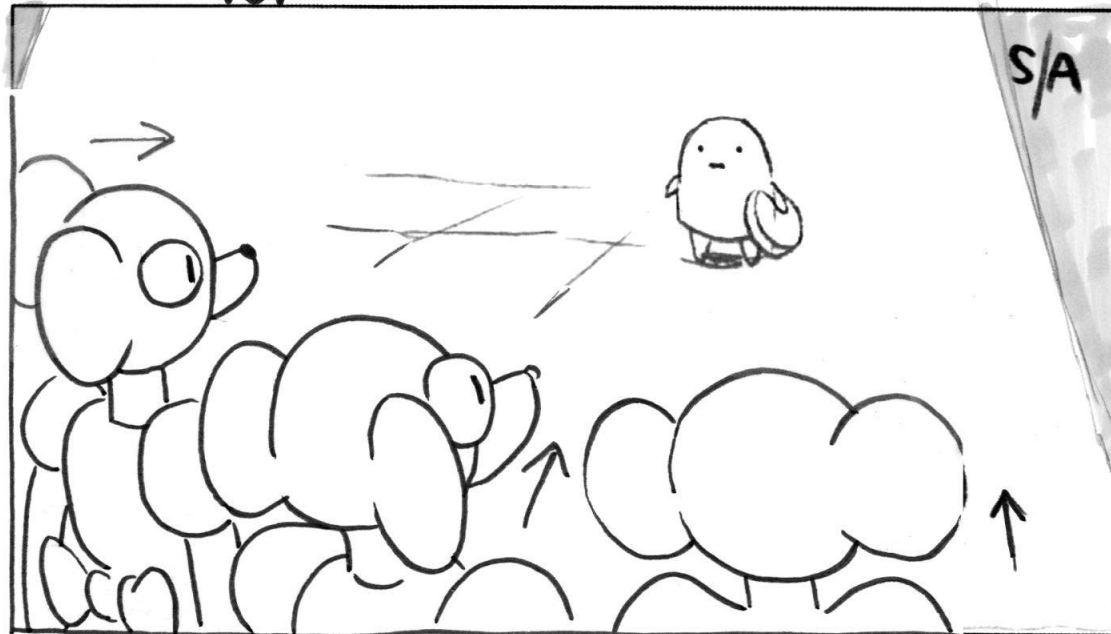
Page 186

Sc. 92 CONT

Pnl. C

Bg.

day night

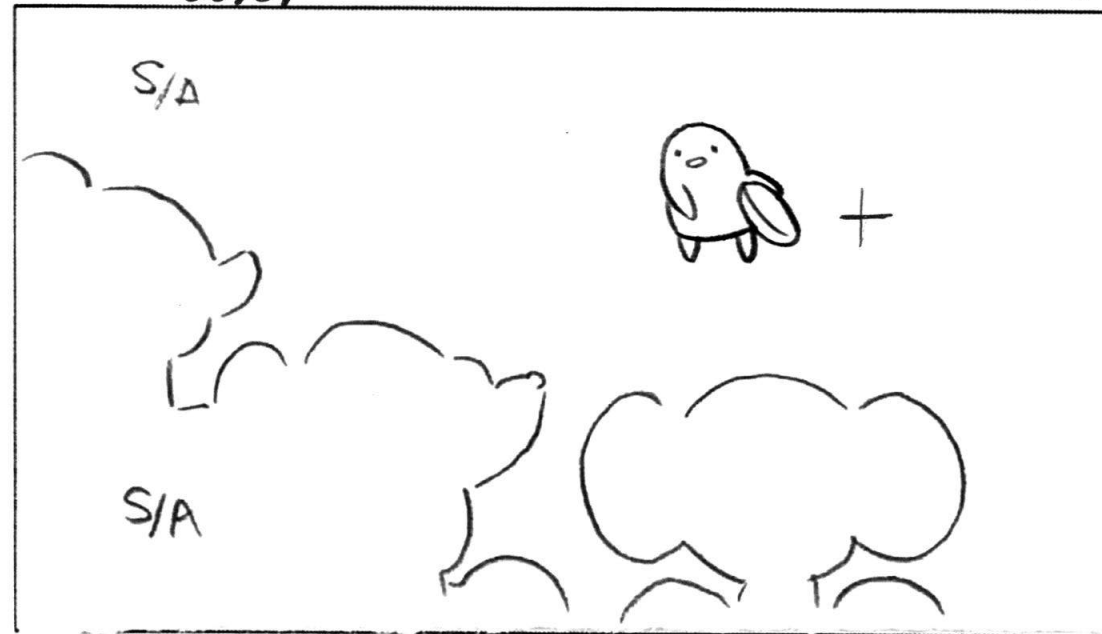


Sc. 92 CONT

Pnl. D

Bg.

day night



Dialog:

K/ Naw, I don't care about being
a good husband or wife or whatever.

FEB 10 2014

Action:

- MOUSE DAUGHTERS
FLOAT FORWARD.

- K. WAVES DISMISSIVELY.
(CYCLE D-D1)

Timing:



EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

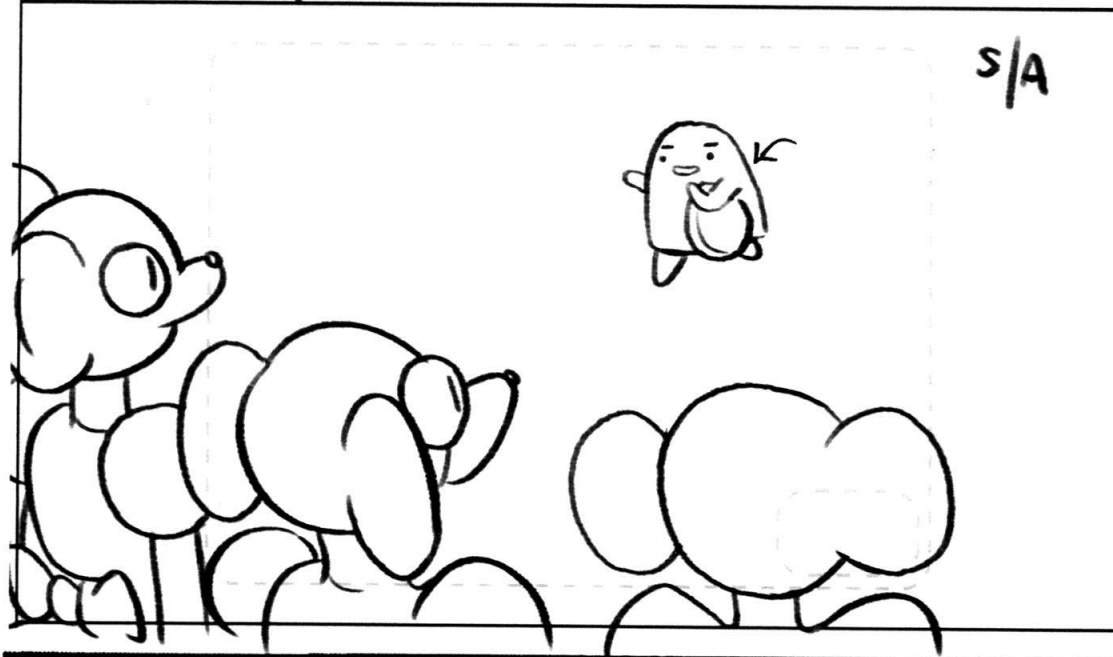


Page 187

Sc. 92 CONT Pnl. E

Bg.

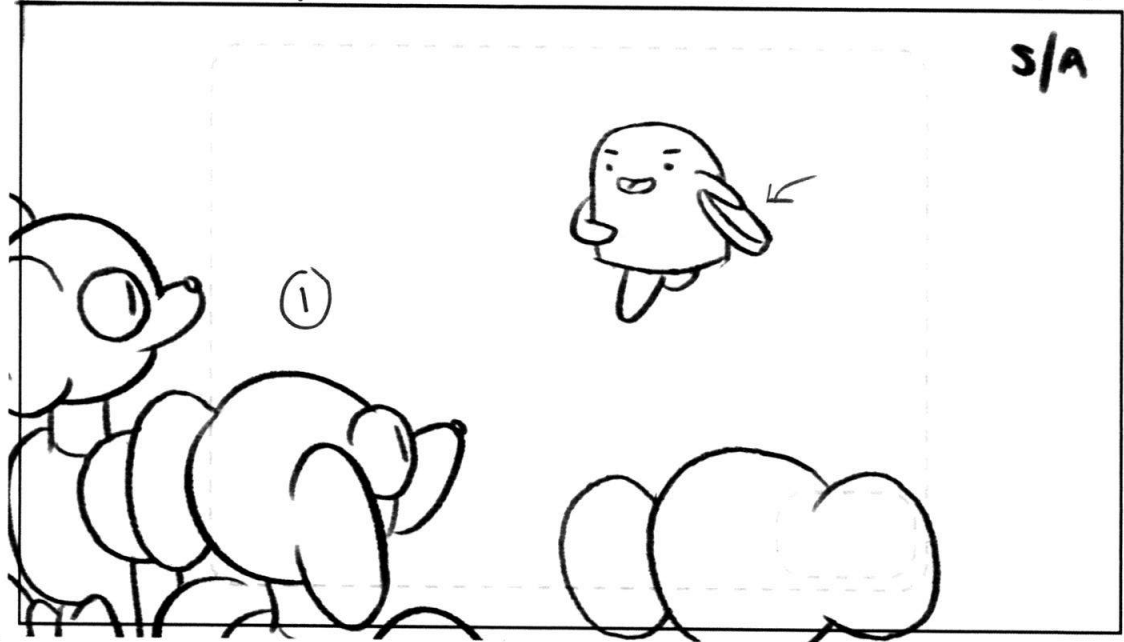
day night



Sc. 92 CONT Pnl. F

Bg.

day night



Dialog:

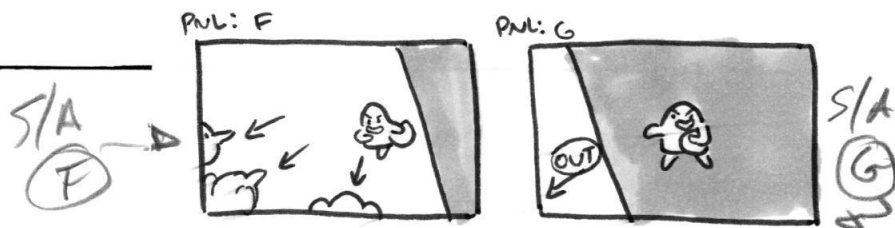
S: ALLS I CARE ABOUT --

S: IS FIGHTING --

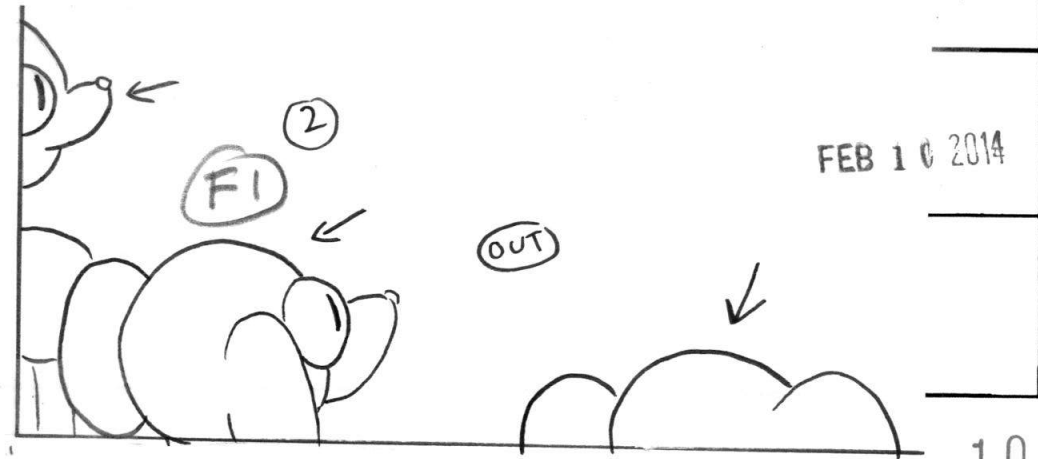
Action:

- K. STRIDES FORWARD

Timing:



SPOTLIGHT ANIMATES OUT
WITH FLOATING MILE CHILDREN.



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Production :

1025/172

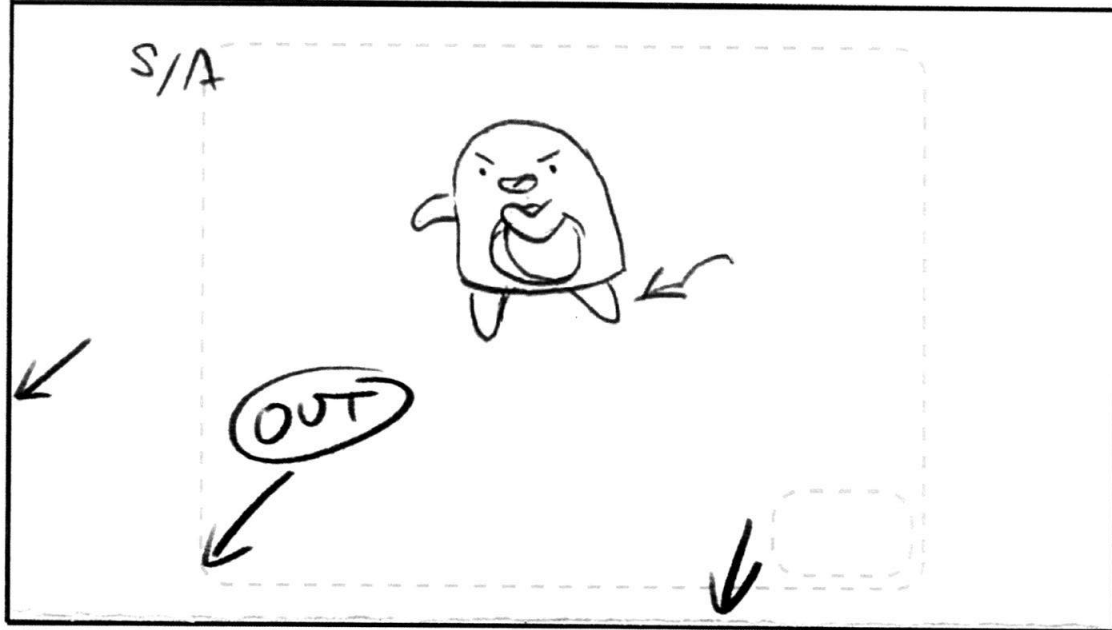
ADVENTURE TIME



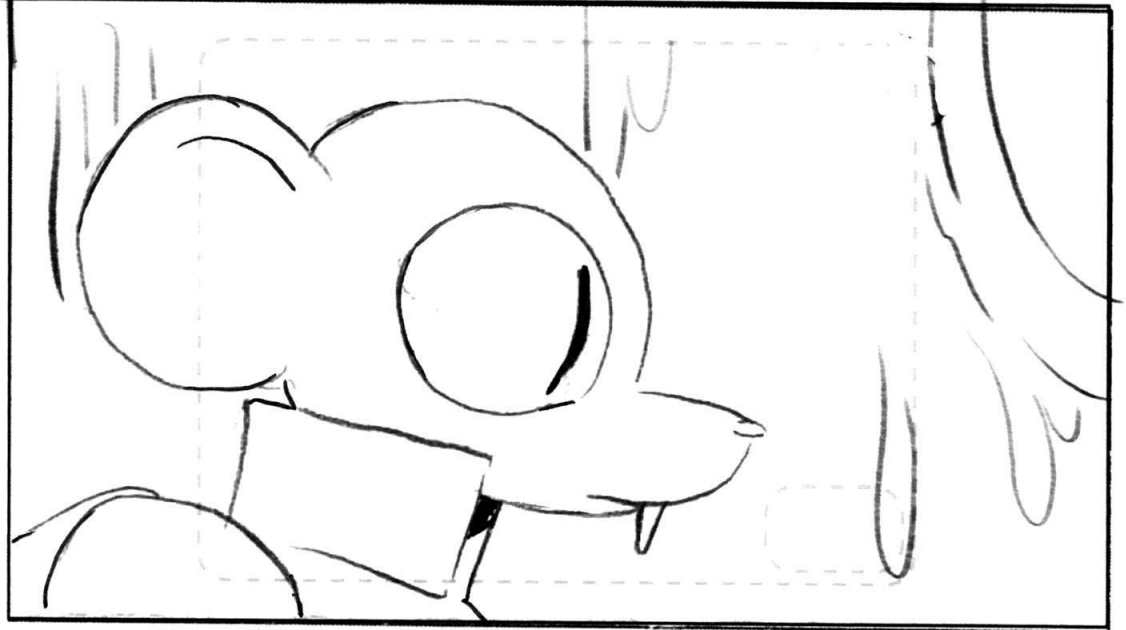
cut

Page 188

Sc. 92 CONT Pnl. G Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:

S: BAD GUYS.

Action:

Timing:

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Production :

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ADVENTURE TIME

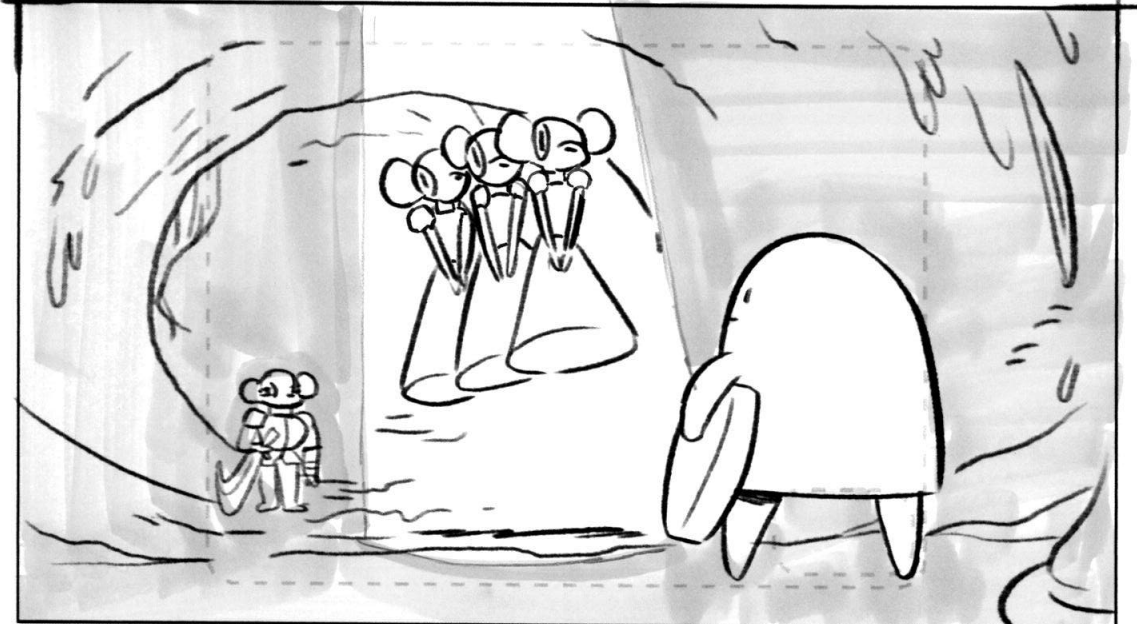


Page 189

Sc. 93 *CONT* Pnl. B Bg. day night



Sc. 94 Pnl. A Bg. day night



Dialog:

MK: DANG MAN,
THAT'S COLD.

Action:

- M. KNIGHT SQUINTS.

Timing:

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ADVENTURE TIME



day night

Sc.

94

CONT

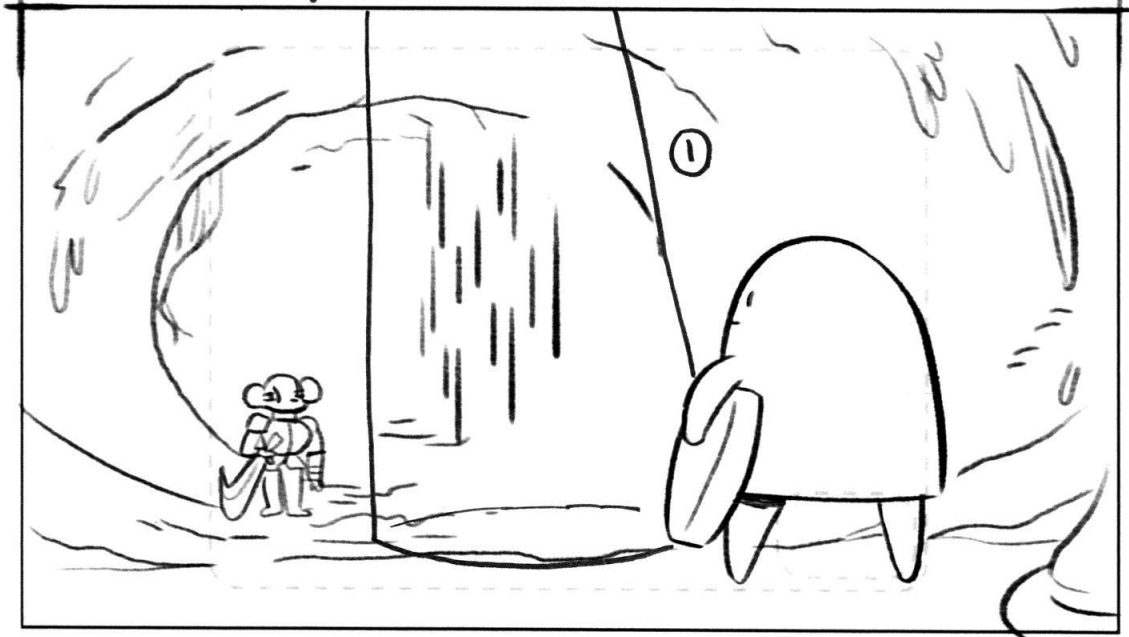
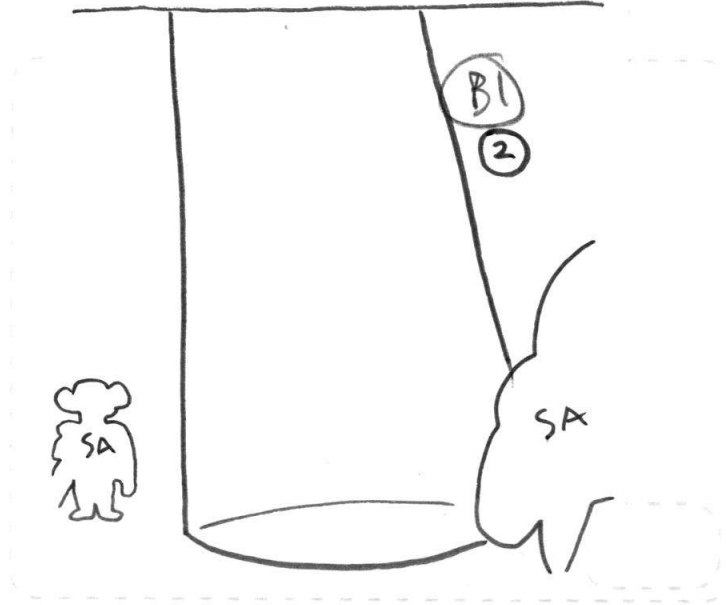
Pnl.

B

Bg.

Page 190

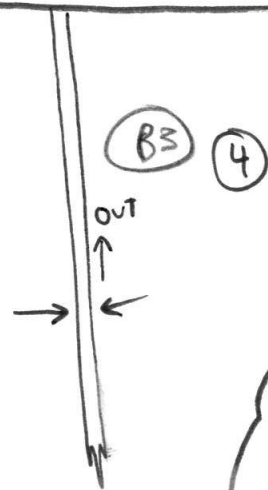
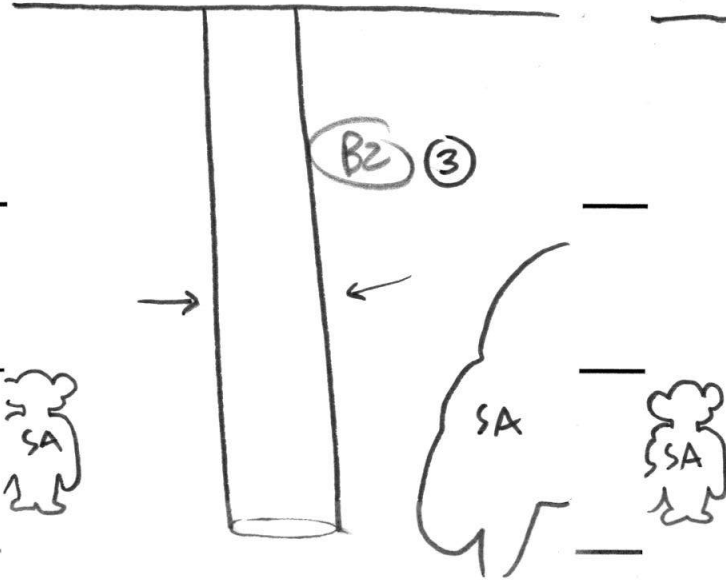
day night



Dialog:

Action:

Timing:



SFX: *VMMM*

M. KNIGHT'S
DAUGHTER'S VANISH

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Production :

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1025/172

ADVENTURE TIME



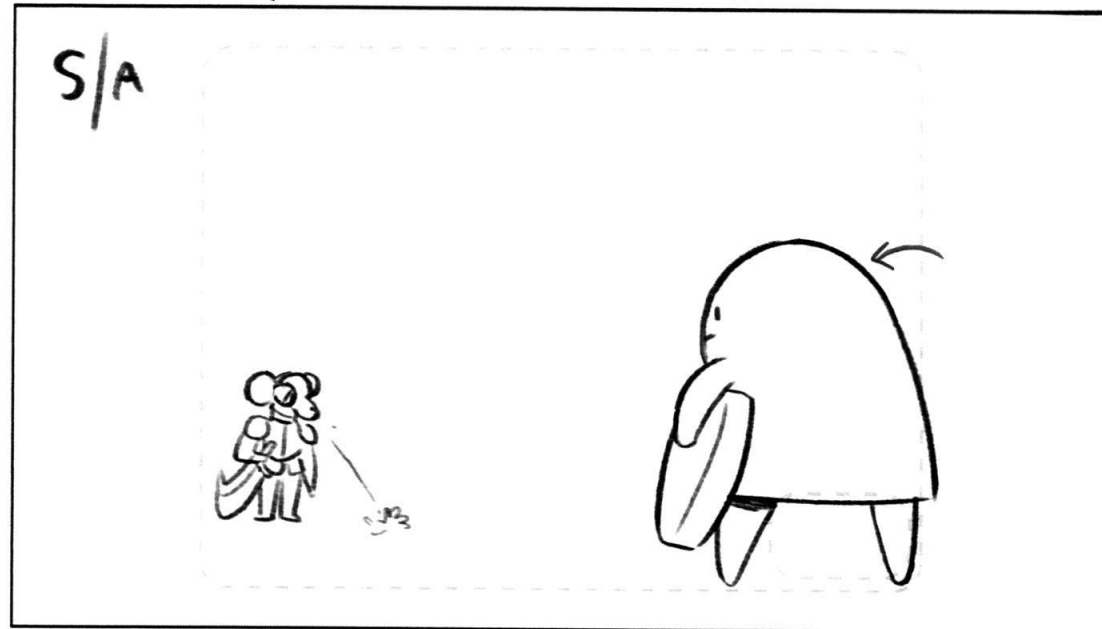
Page 191

Sc. 94 *CONT*

Pnl. C

Bg.

day night

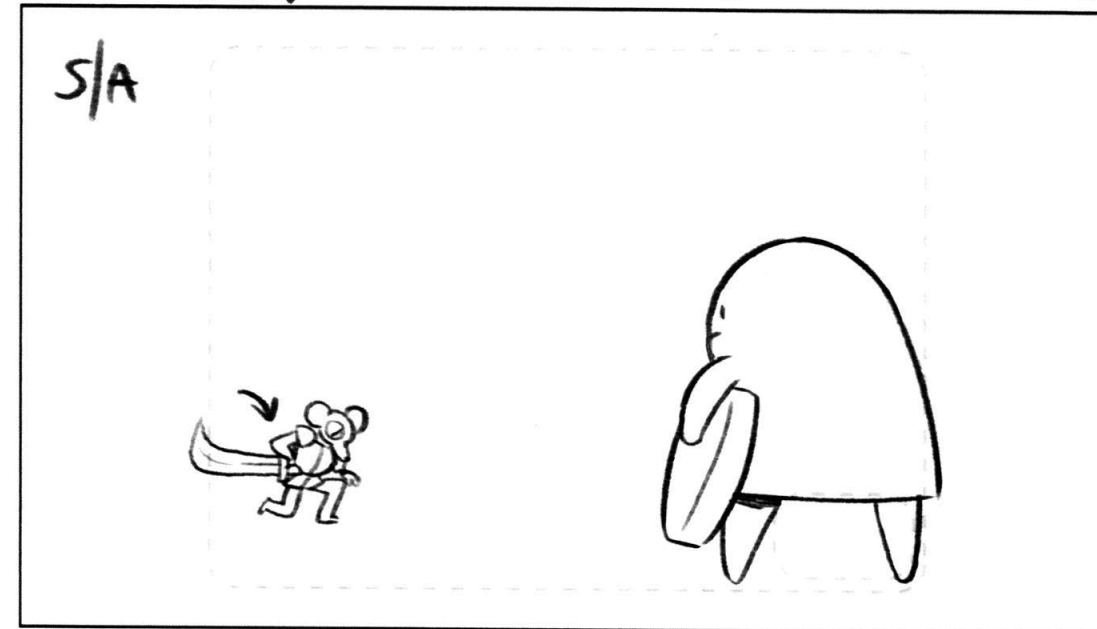


Sc. 94 *CONT*

Pnl. D

Bg.

day night



Dialog:

MK: * SPIT! *

Action:

- M. KNIGHT SPITS
INTO DIRT.

- M. KNIGHT KNEELS DOWN.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

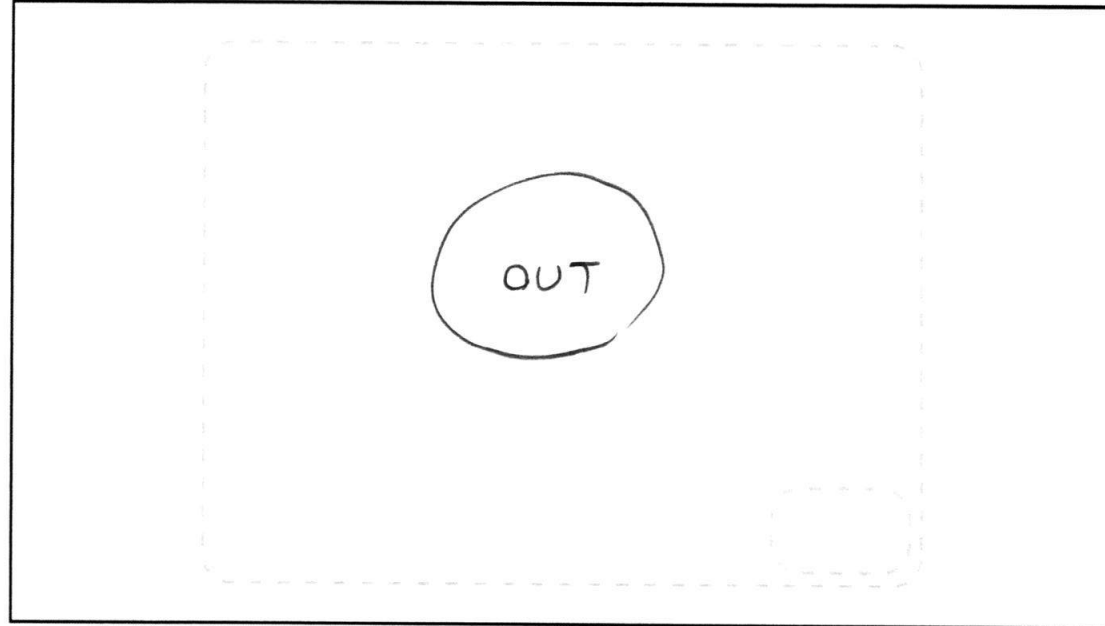
1025/172

ADVENTURE TIME

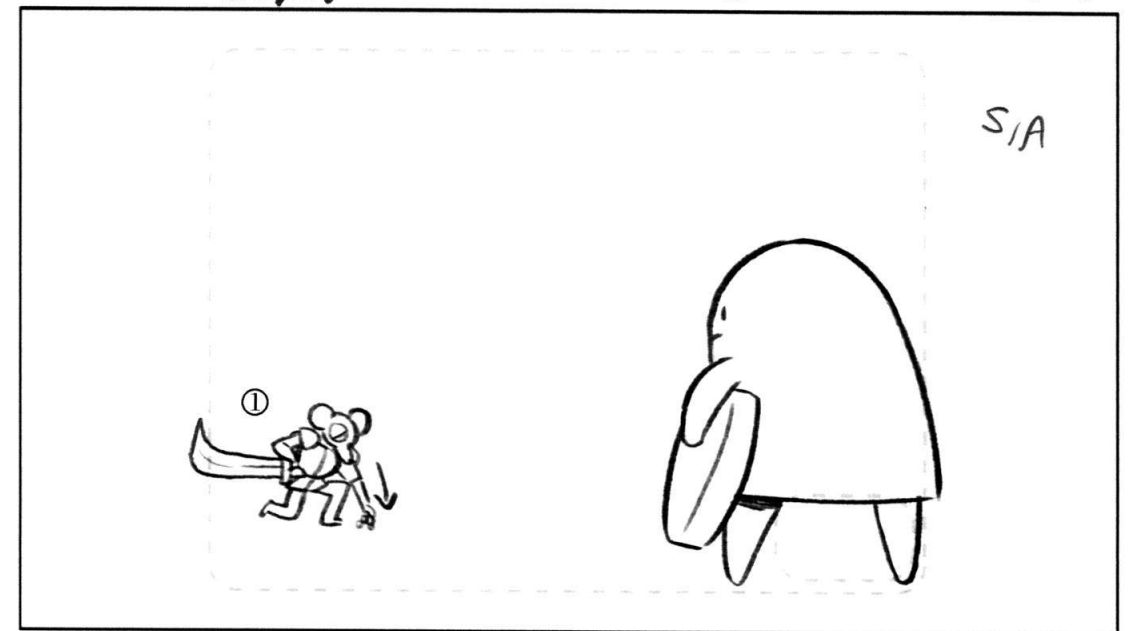


Page 192

Sc. Pnl. Bg. day night



Sc. 94 *cont* Pnl. E Bg. day night



Dialog:

MR: HERE YOU
GO . . .

Action:

- MIKKNIGHT WORKS
DIRT INTO MUD.

FEB 10 2014

Timing:



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Production :

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ADVENTURE TIME



Page 193

Sc. 95

Pnl. A

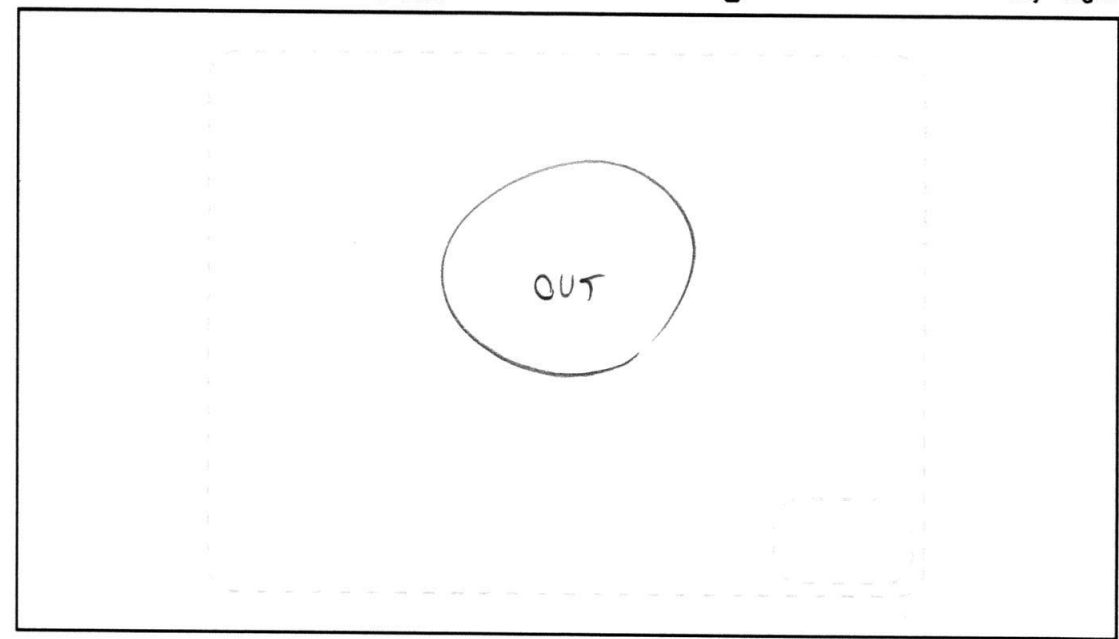
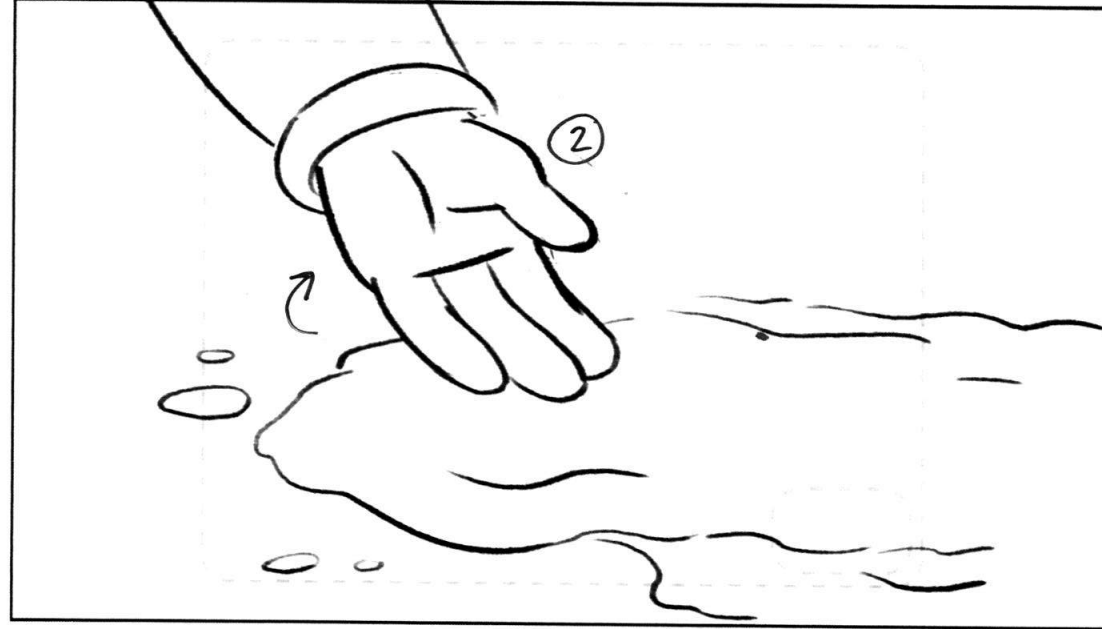
Bg.

day night

Pnl.

Bg.

day night

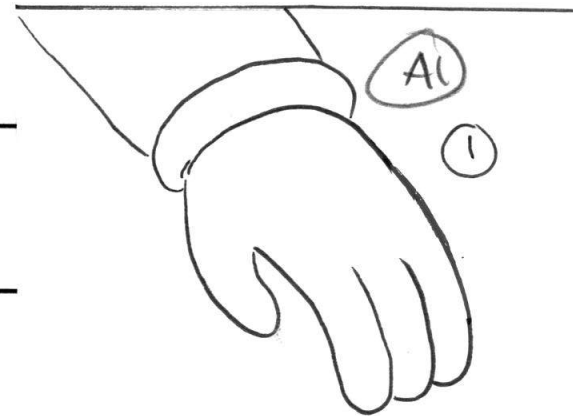


Dialog:

Action:

- M. KNIGHT FLIPS OVER HAND

Timing:



FEB 10 2014

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Production :

1025/172

1025/172

the cut

ADVENTURE TIME



Page 194

Sc. 95 CONT

Pnl. B

Bg.

day night

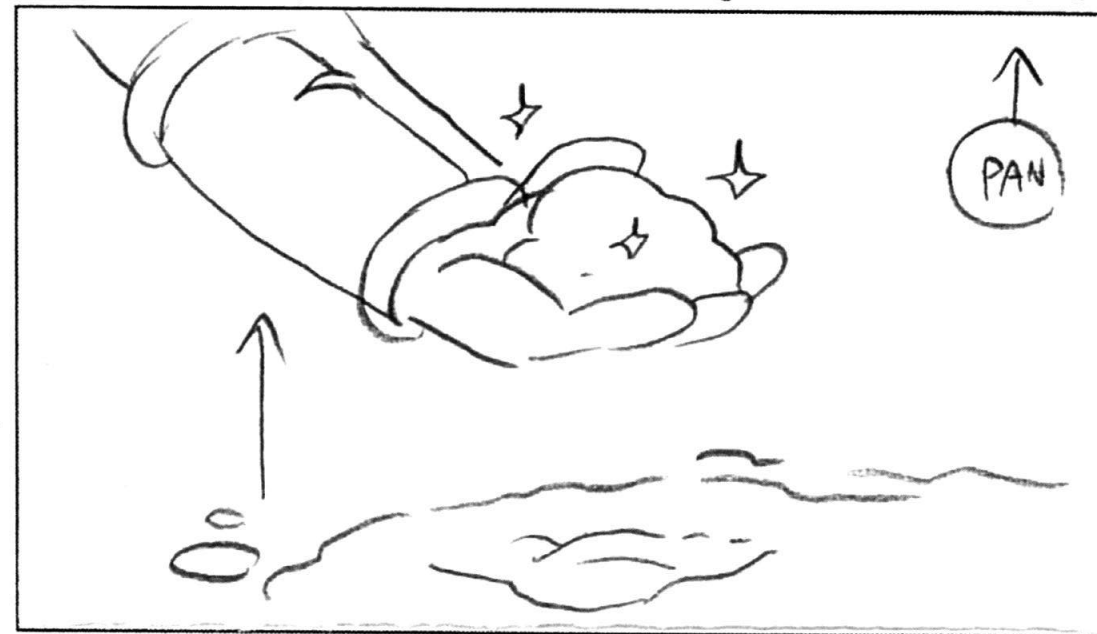


Sc. 95 CONT

Pnl. C

Bg.

day night



Cut
w/ wipe
post

1025-172

EPISODE #

1025/172

Dialog:

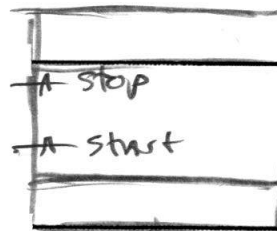
SFX: *SPLKK*

Action:

-M. KNIGHT SCOOPS
UP MUD

Timing:

S/A (C)



S/A (B)

vert
pan
up

(O/S)
MK: MYSTIC
EARTH ...

PAN w/ ACTION

FEB 10 2014

Wipe

Production :

1025/172

1025/172

Cat
w/ wine
a post

ADVENTURE TIME



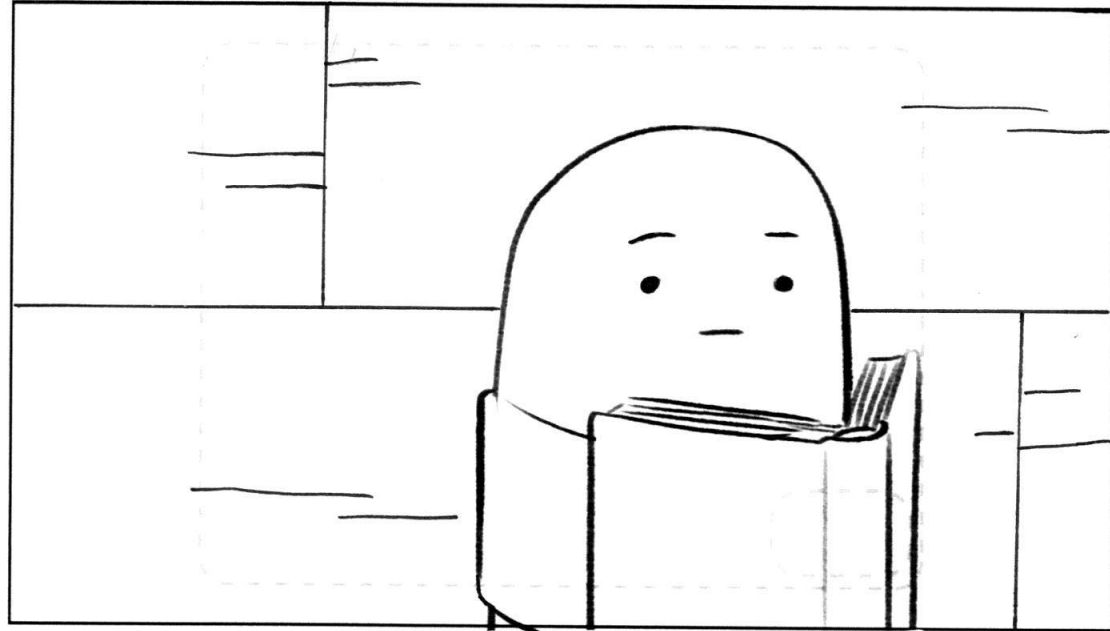
Page 195

Sc. 96

Pnl. A

Bg.

day night

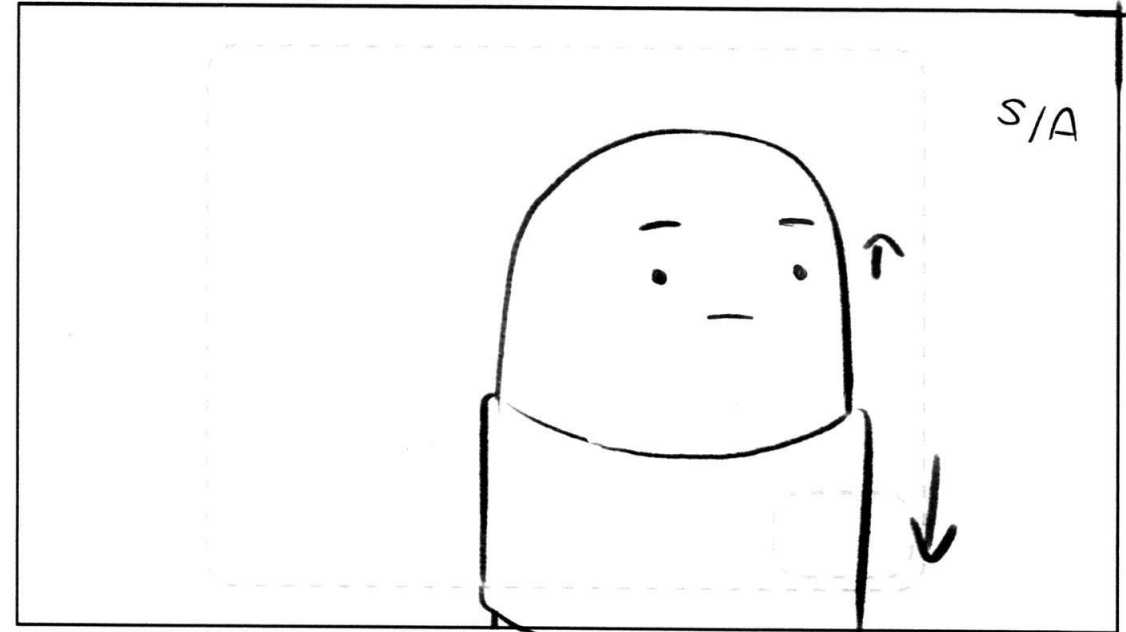


Sc. 96 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

- INT. TREEHOUSE UPSTAIRS LIVING ROOM

- SHELBY LOOKS UP
- S. LOWERS BOOK

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

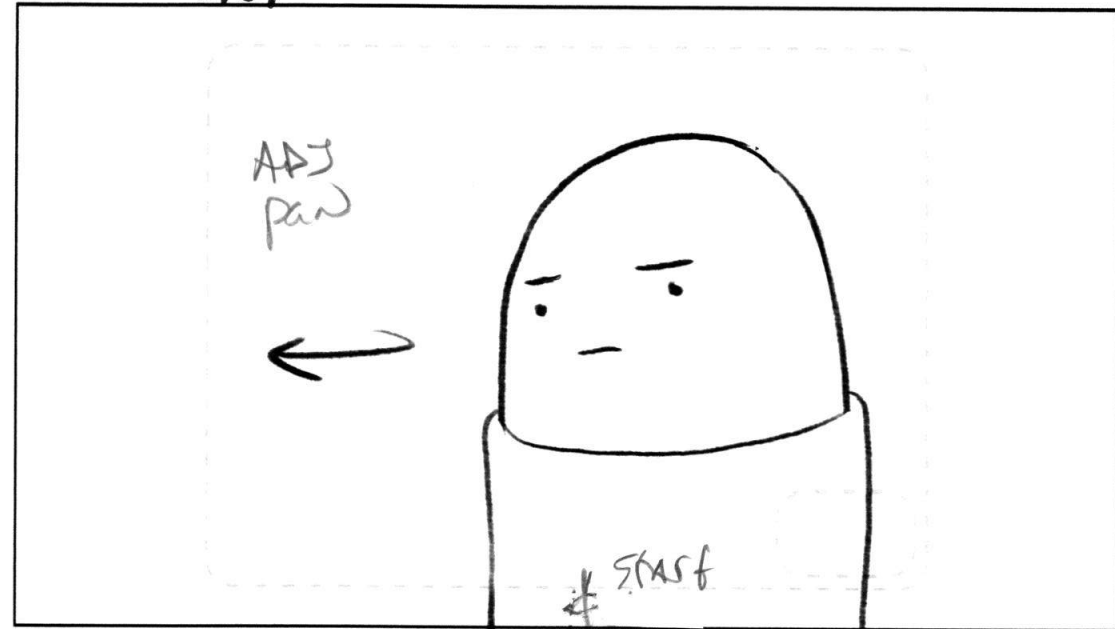
1025/172

ADVENTURE TIME

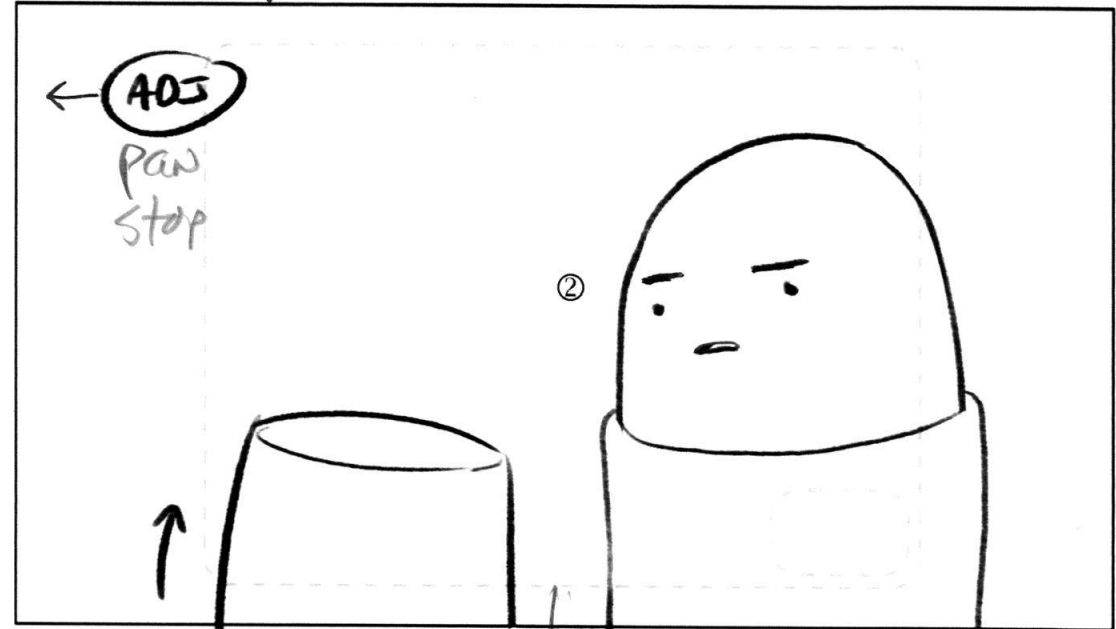


Page 196

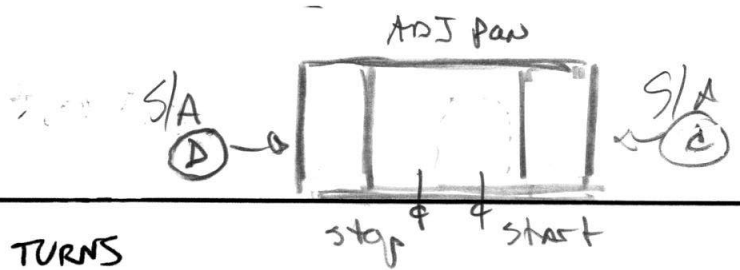
Sc. 96 CONT Pnl. C Bg. day night



Sc. 96 CONT Pnl. D Bg. day night



Dialog:



Action:

- S. TURNS

- S. raises tail stump

Timing:



FEB 10 2014

cut w/ wire @ post

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

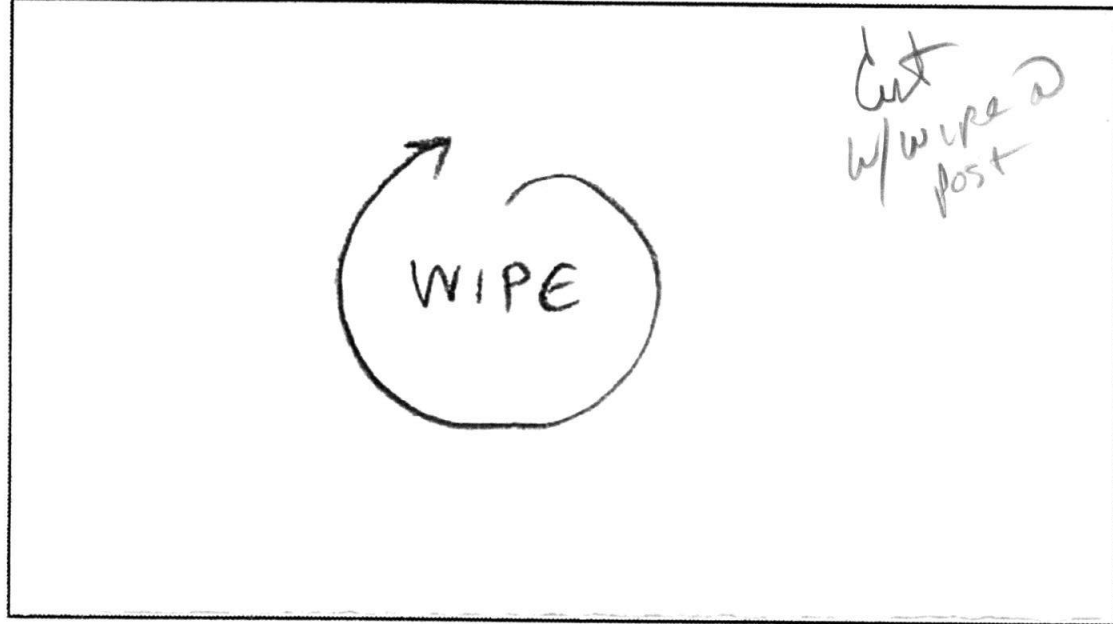
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ADVENTURE TIME



Page 197

Sc. 96 CONT Pnl. Bg. day night



Sc. 97 Pnl. A Bg. day night



Dialog:	
Action:	- CHAMBER ILLUMINATED BY FIRE FLIES.
Timing:	Multiple Flies move around (NOT IN SYNC) some Flies Backlit stays on some Flies Backlit on & off at different rates

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



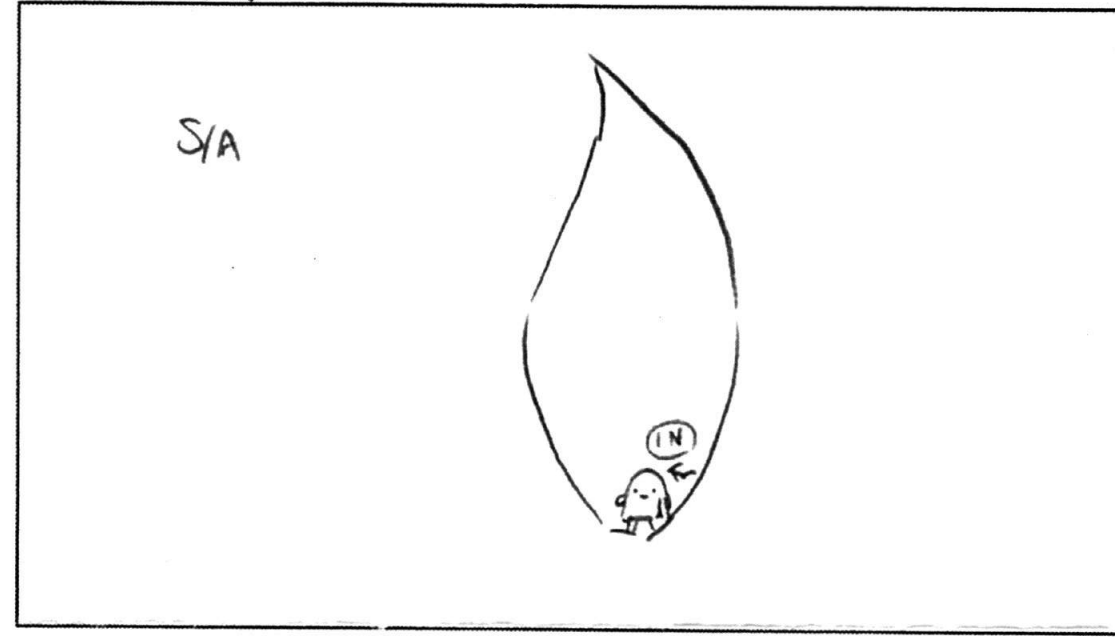
Page 198

Sc. 97 CONT

Pnl. B

Bg.

day night

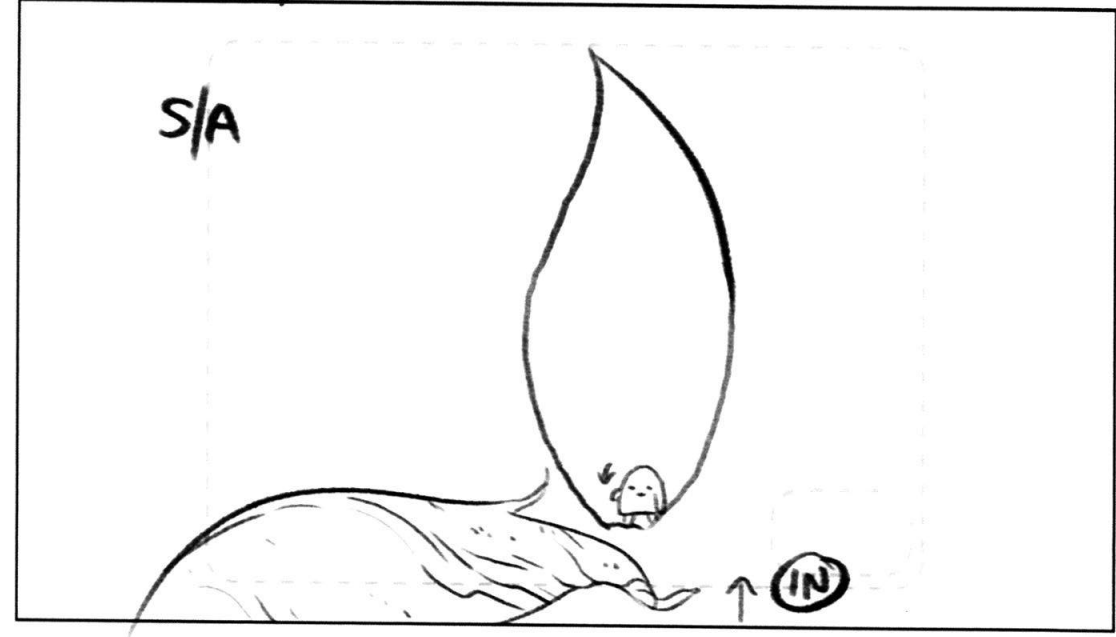


Sc. 97 CONT

Pnl. C

Bg.

day night



Dialog:

K: [HUMMING]
"LITTLE BROTHER" SONG

SFX: *ROOT RAISES*

Action:

- KENT WALKS ON/S.

KENT LOOKS DOWN AT ROOT

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Timing:

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1025/172

Production :

1025/172

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1025/172

ADVENTURE TIME

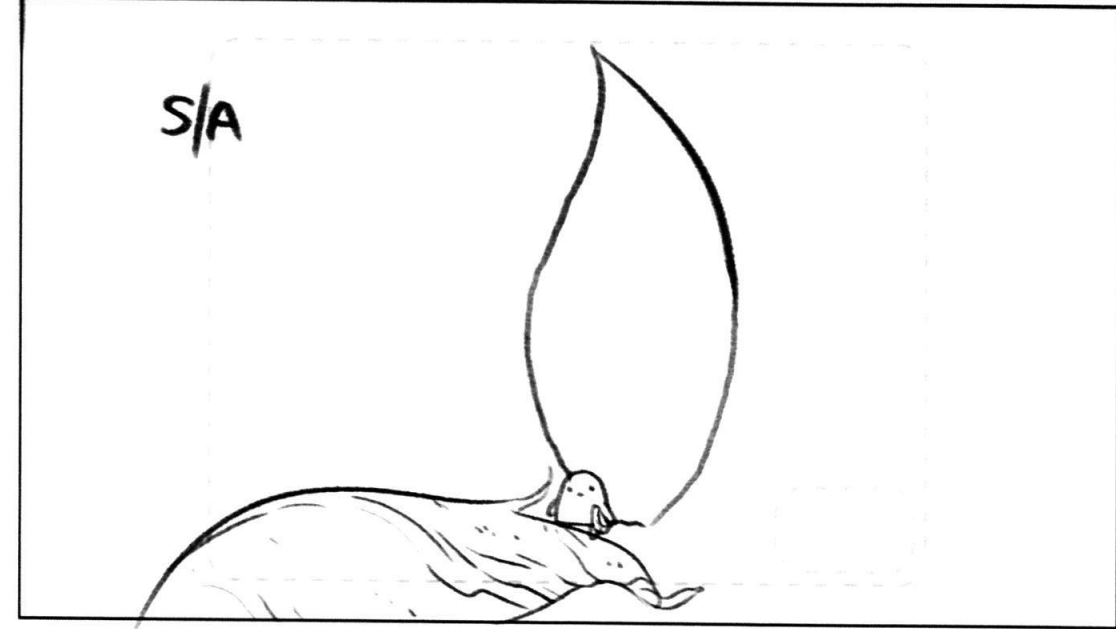


Page 199

Sc. 97 CONT Pnl. D Bg. day night



Sc. 97 CONT Pnl. E Bg. day night



Dialog:

(on Root)

Action: - K. STEPS ONTO ROOT.

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Timing:

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1025/172

Production :

1025/172

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ADVENTURE TIME

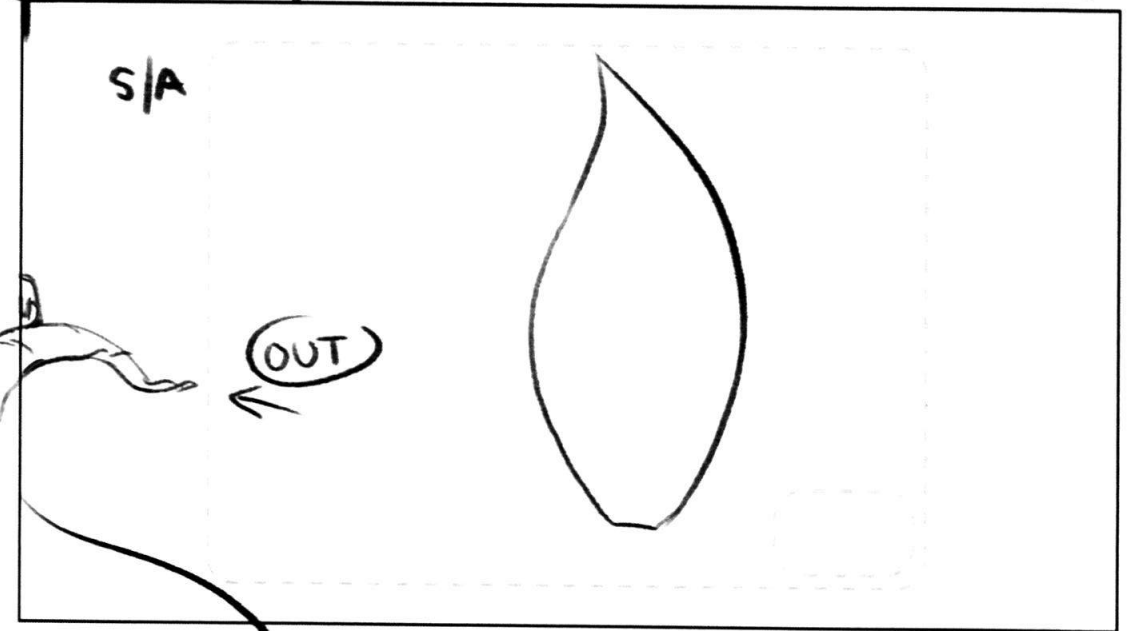


Page 200

Sc. 97 *CONT* Pnl. F Bg. day night



Sc. 97 *CONT* Pnl. G Bg. day night



Dialog:

Action:

- ROOT CURLS UP & LIFTS KEUT OS

- ROOT RAISES OFF/IS

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

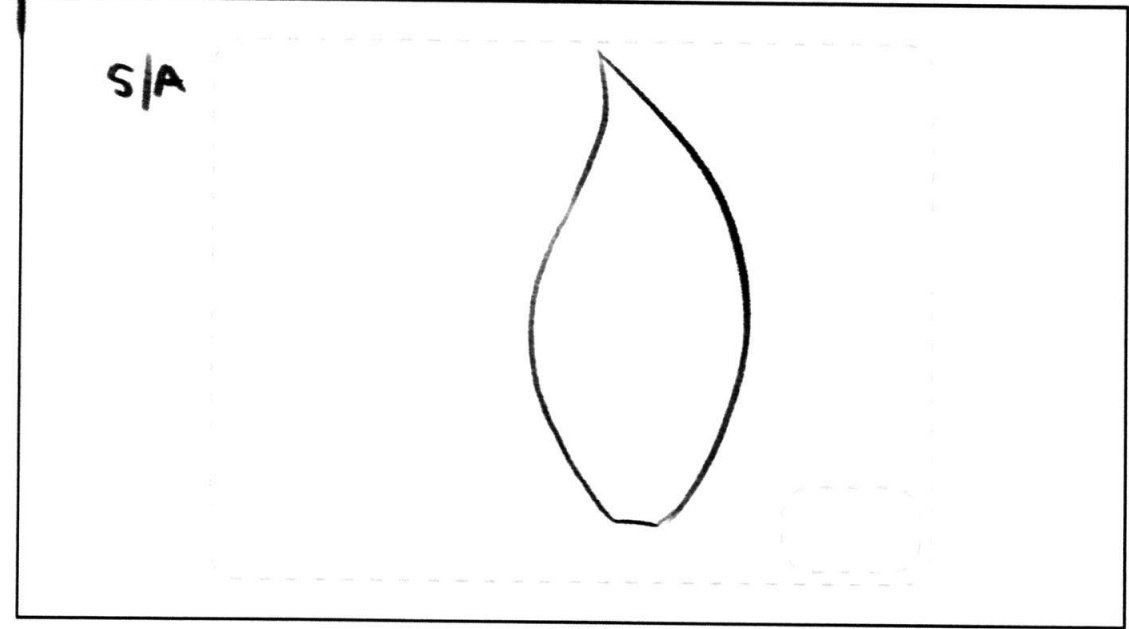
ADVENTURE TIME



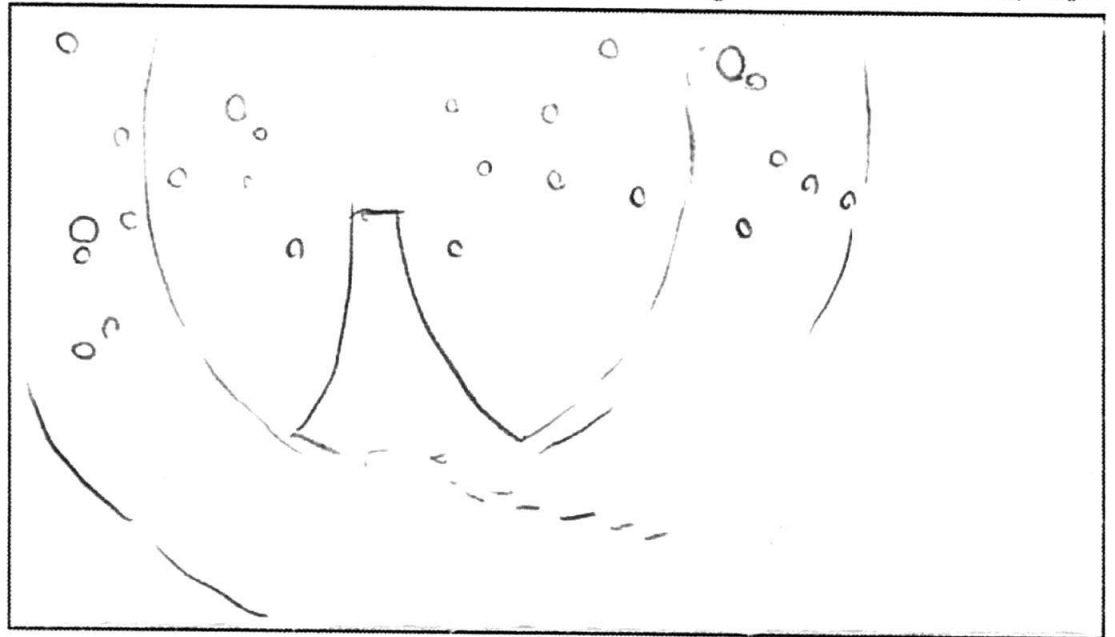
cut

Page 201

Sc. 97 *cont* Pnl. H Bg. day night



Sc. 98 Pnl. A Bg. day night



Dialog:	
Action:	-FIREFLIES FLOAT IN LAZY CIRCLES.
Timing:	FEB 10 2014

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Production :

1025/172

1025/172

1025/172

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ADVENTURE TIME

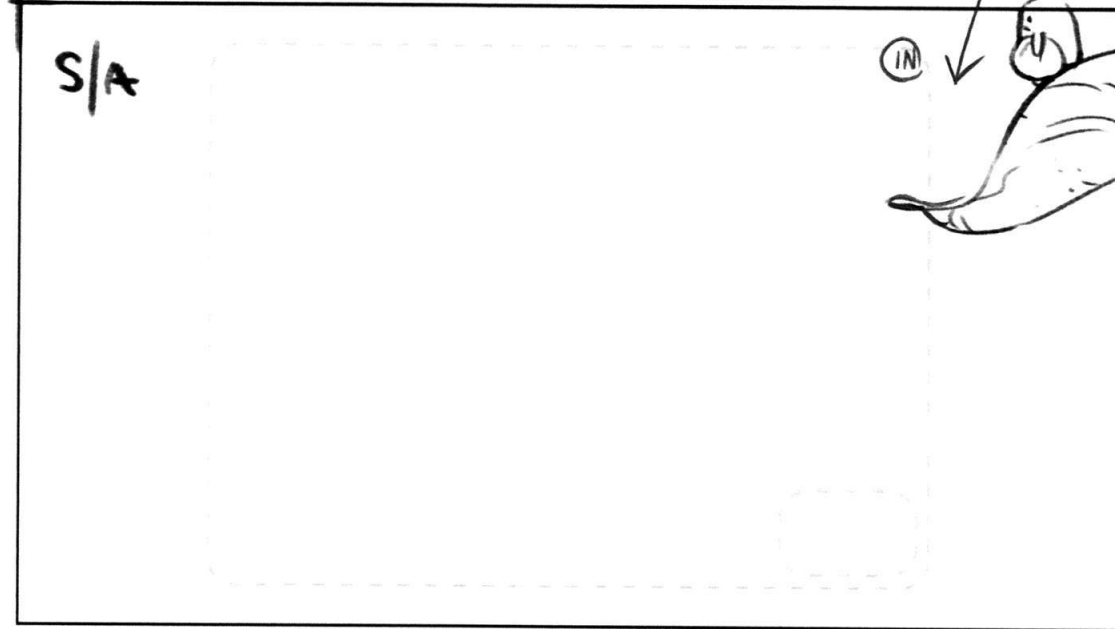


Page 202

Sc. 98 *CONT* Pnl. B

Bg.

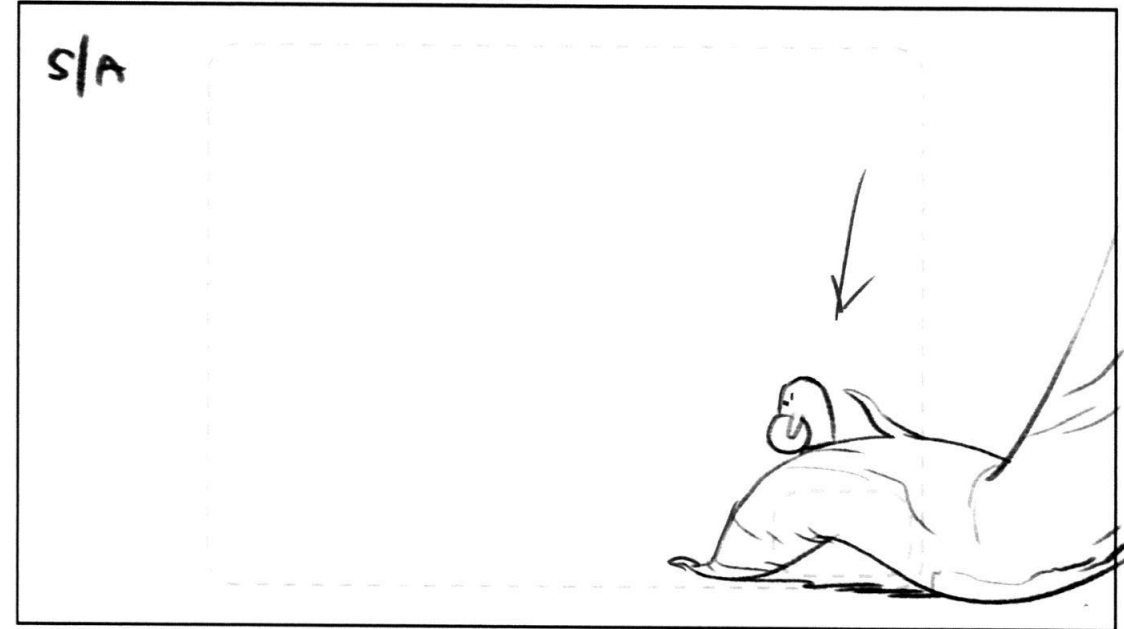
day night



Sc. 98 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

- ROOT LOWERS ON/S.

- ROOT LOWERS TO CAVERN FLOOR.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



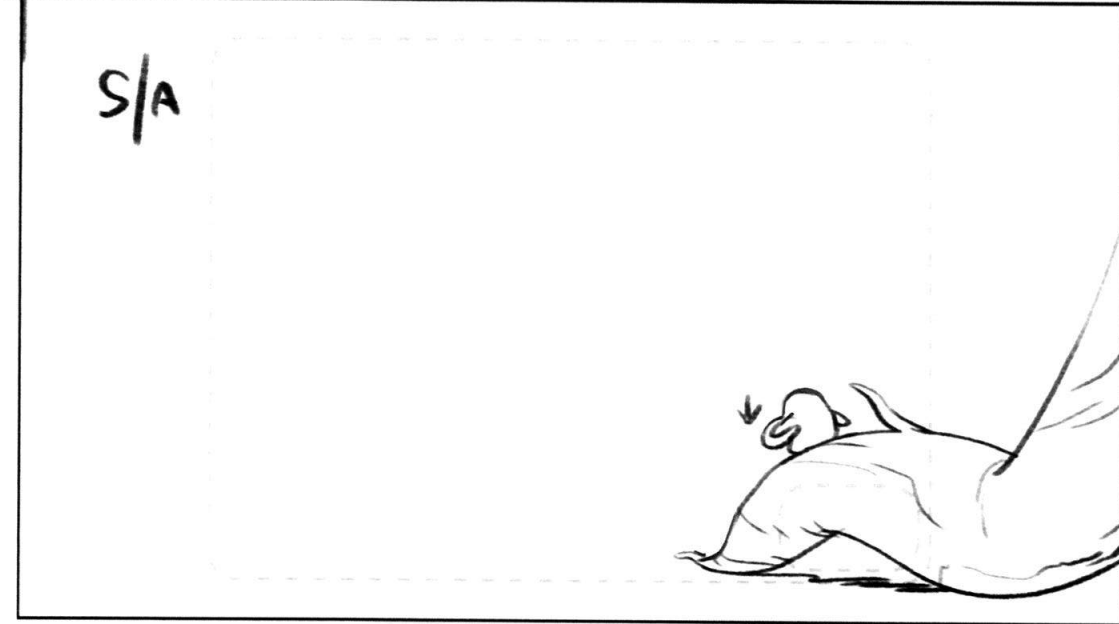
Page 203

Sc. 98 *CONT*

Pnl. D

Bg.

day night



Sc. 98 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action:

- K HOPS OFF ROOT

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

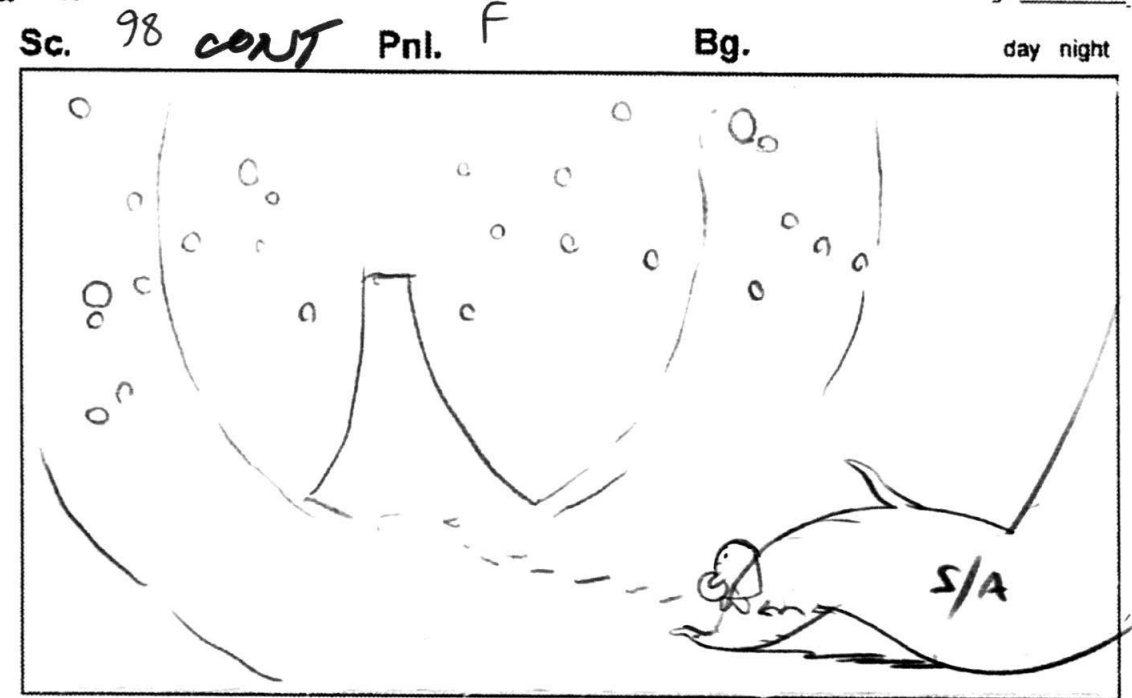
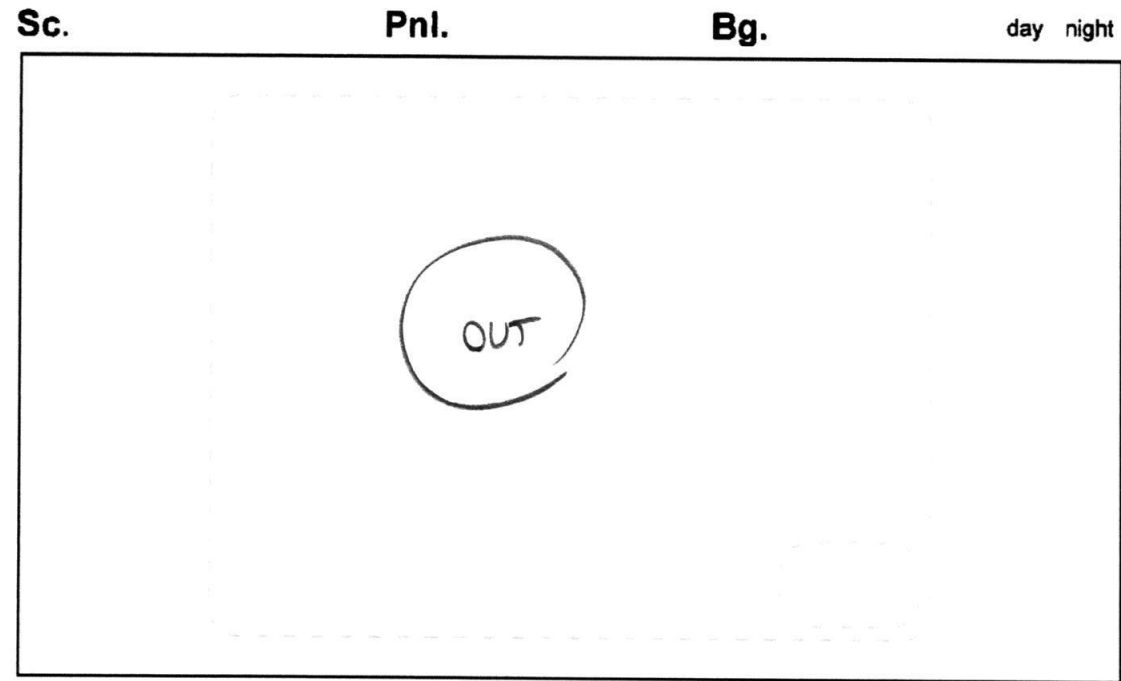
Production :

1025/172

ADVENTURE TIME



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Dialog:

Action:

- K. WALKS FORWARD

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

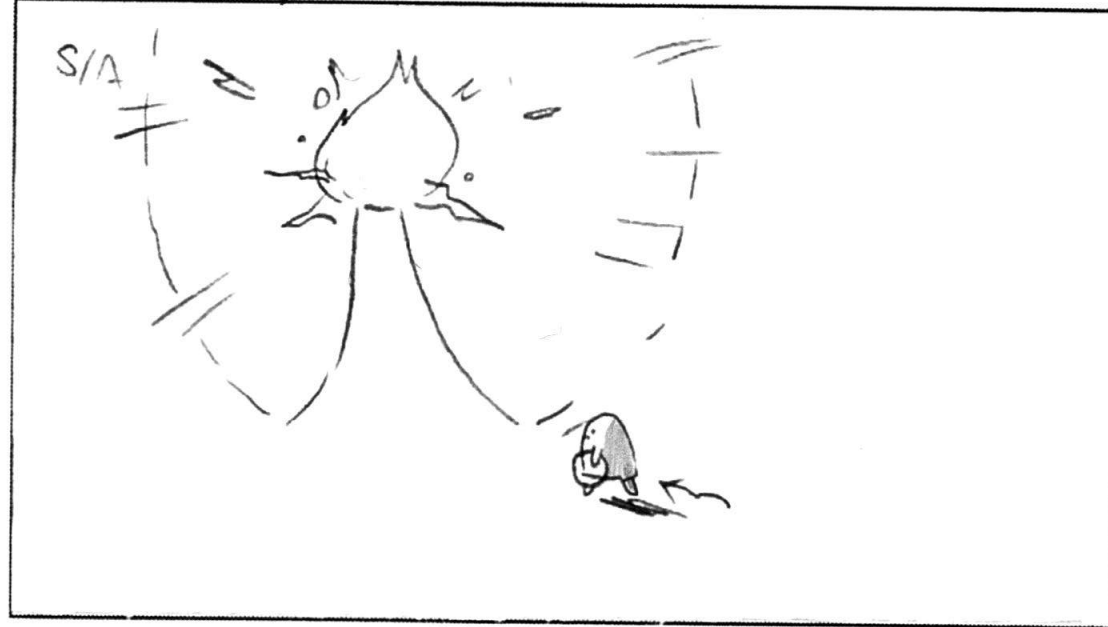
ADVENTURE TIME



Sc. 98 *CONT* Pnl. G

Bg.

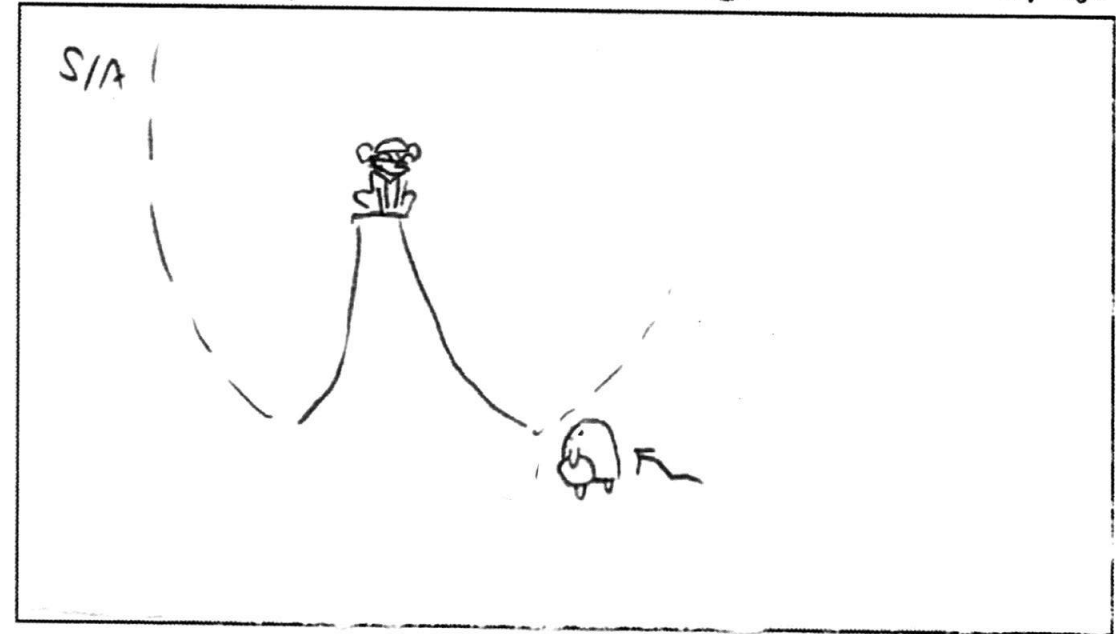
day night



Sc. 98 *CONT* Pnl. H

Bg.

day night



Dialog:

SFX: * BWOOSH! *

MT: GREETINGS...

Action:

- BURST of FLAME ATOP PILLAR

- MOUSE THIEF APPEARS ON ROCK.

Timing:

FLAME ROLLS UP
WT DISSIPATE OS



FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

Handwritten signature/initials

1025/172

ADVENTURE TIME



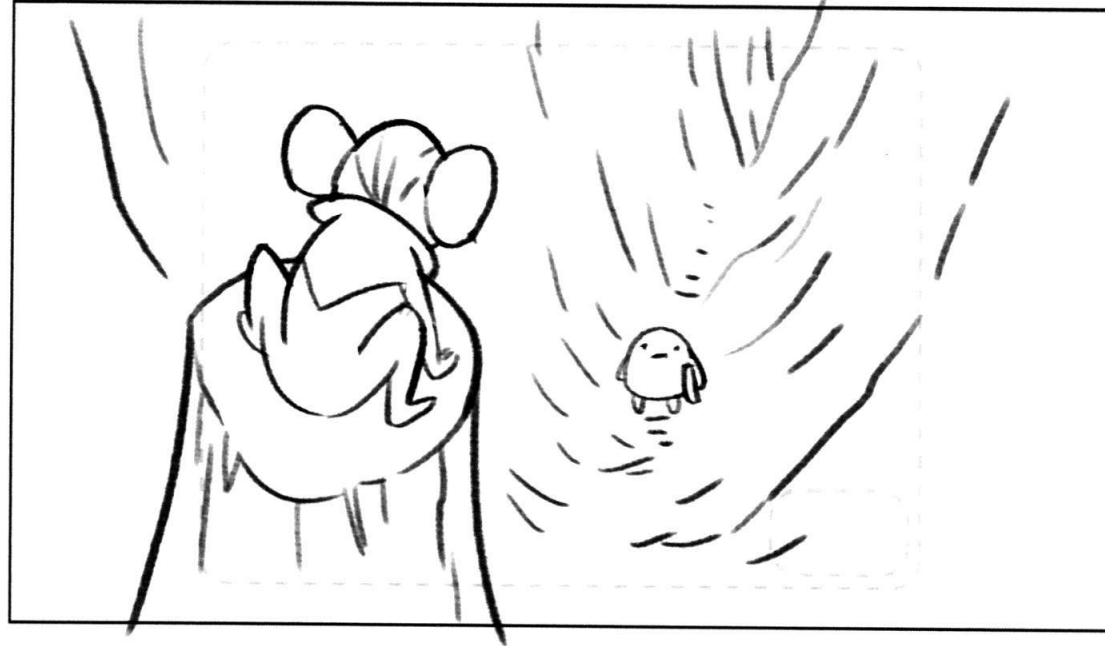
Page 206

Sc. 99

Pnl. A

Bg.

day night



Sc. 100

Pnl. A

Bg.

day night



Dialog:

K: ^(A1) DUDE YOU ^(A2) KNOW WHY I'M HERE. ^(A)

MT: YES, AND I GOT WHAT YOU WANT.

Action:

FEB 10 2014

Timing:



EPISODE # 1025-172

1025/172

Production :

1025/172

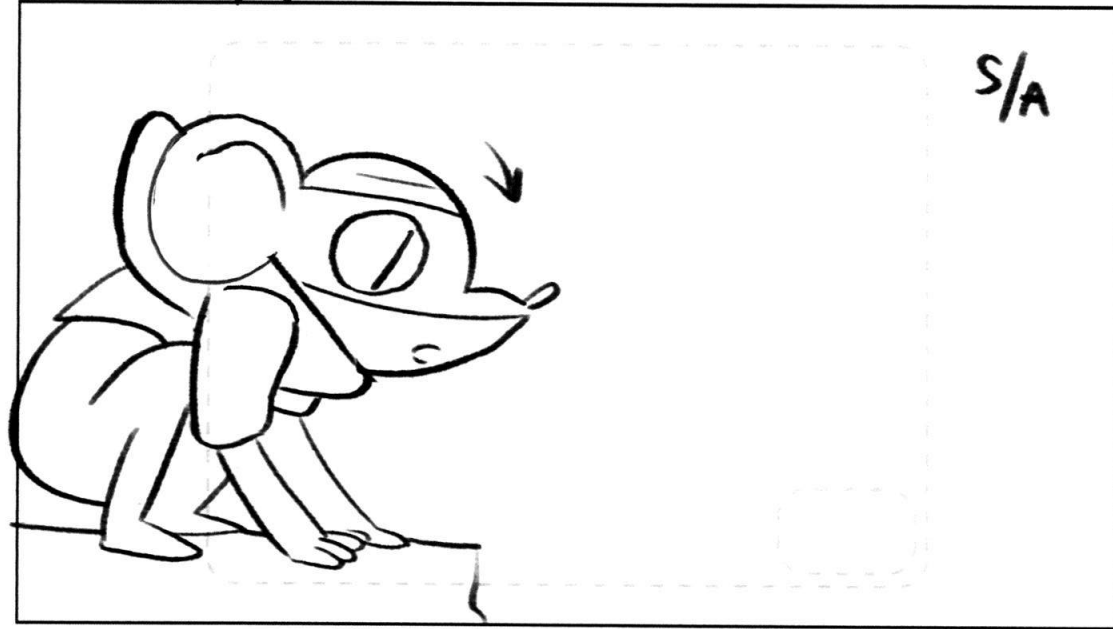
ADVENTURE TIME



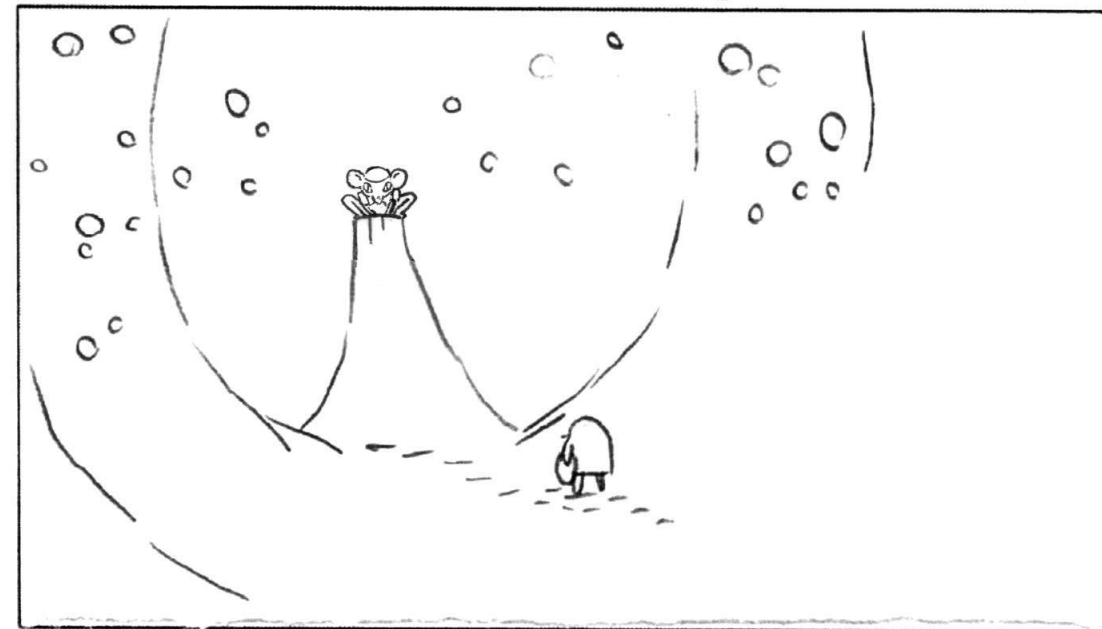
HO
CW

Page 207

Sc. 100 *CONT* Pnl. B Bg. day night



Sc. 101 Pnl. A Bg. day night



<p>Dialog:</p> <p><u>MT:</u> BUT CONSIDER THIS INSTEAD....</p>
<p>Action:</p>
<p>Timing:</p>

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Production :

1025, 172

1025/172

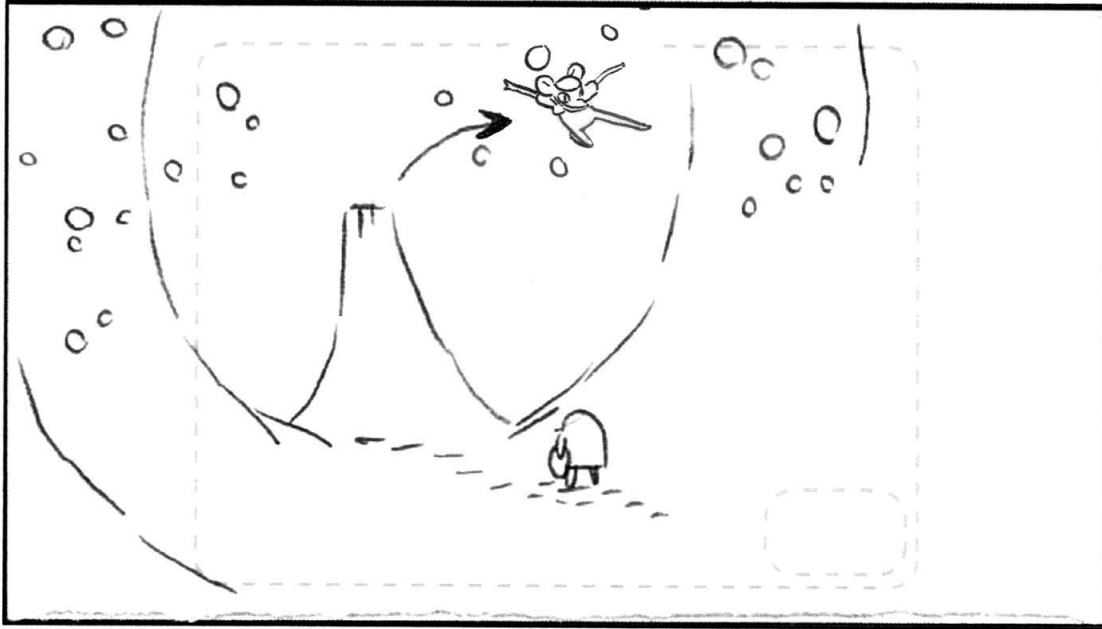
1025/172

ADVENTURE TIME

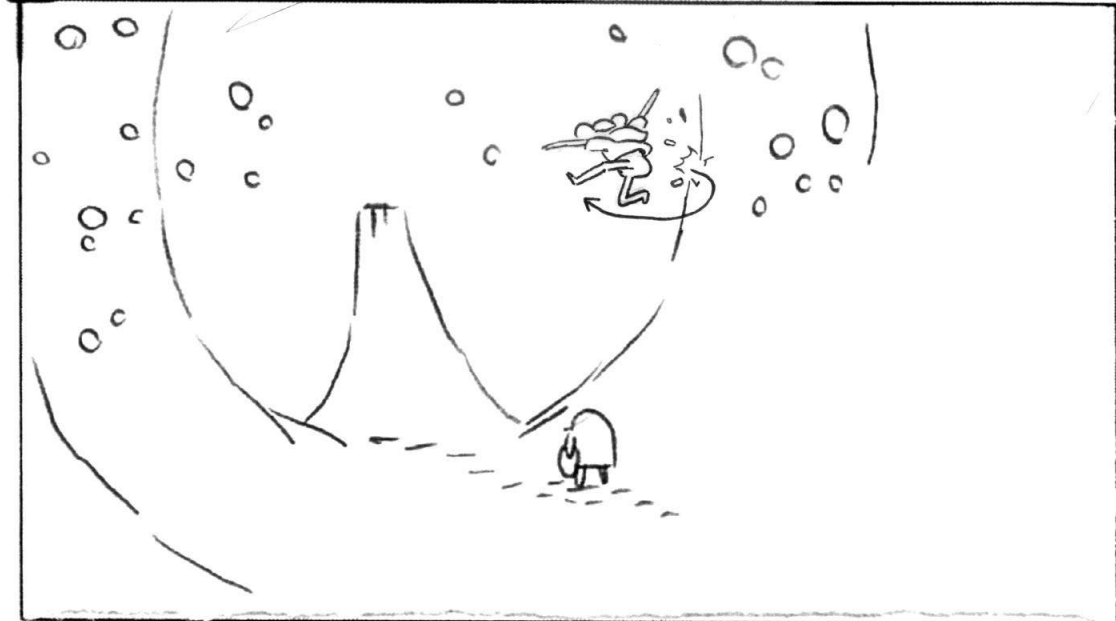


Page 208

Sc. 101 CONT Pnl. B Bg. day night



Sc. 101 CONT Pnl. C Bg. day night



Dialog:

MT: HYUH..

SFX: CHFF

Action:

- M. THIEF LEAPS
TOWARDS ROOT WALL.

- M. THIEF KICKS WALL.

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Timing:

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Production :

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ADVENTURE TIME

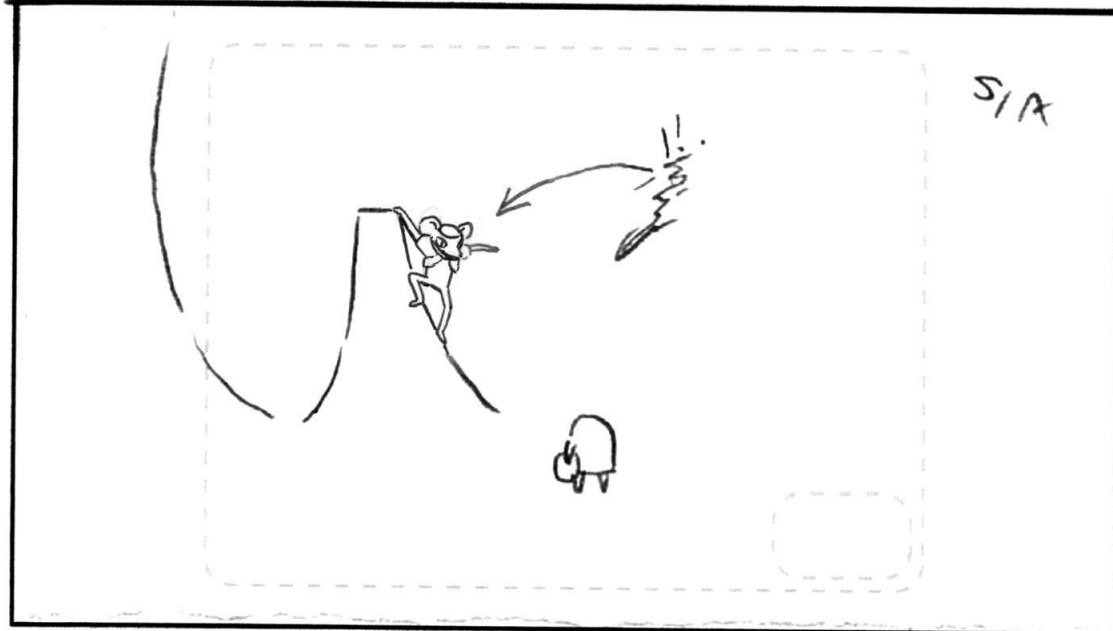


Page 209

Sc. 101 *cont* Pnl. D

Bg.

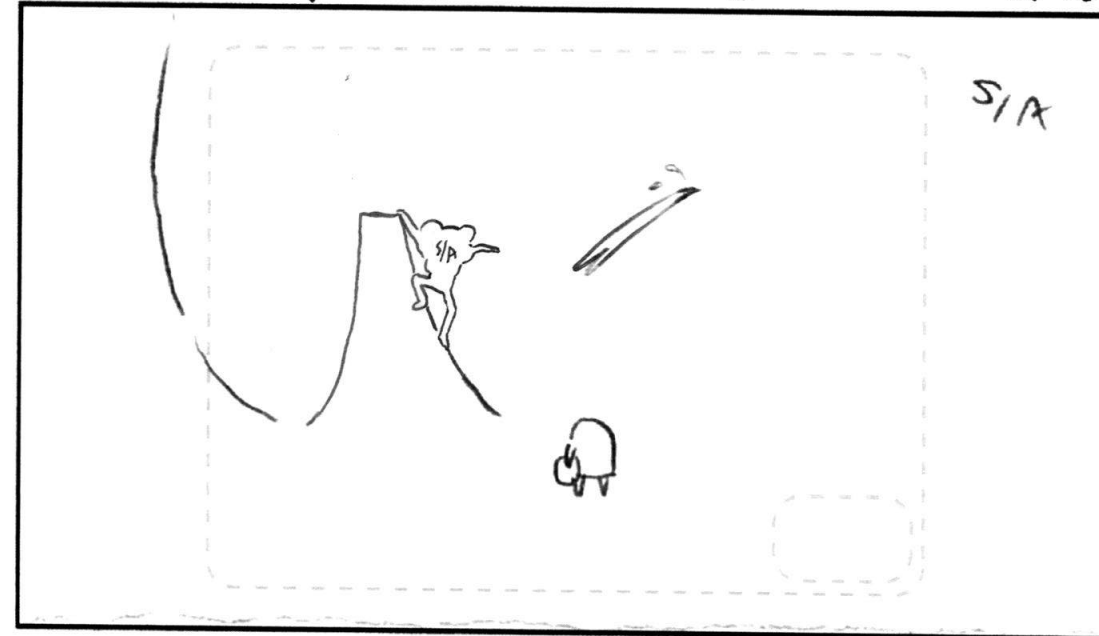
day night



Sc. 101 *cont* Pnl. E

Bg.

day night



Dialog:

SFX: WASH!

Action:

- M. THIEF LANDS BACK ON PILLAR.
- SAP SPRINGS OUT OF POINT OF IMPACT.

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

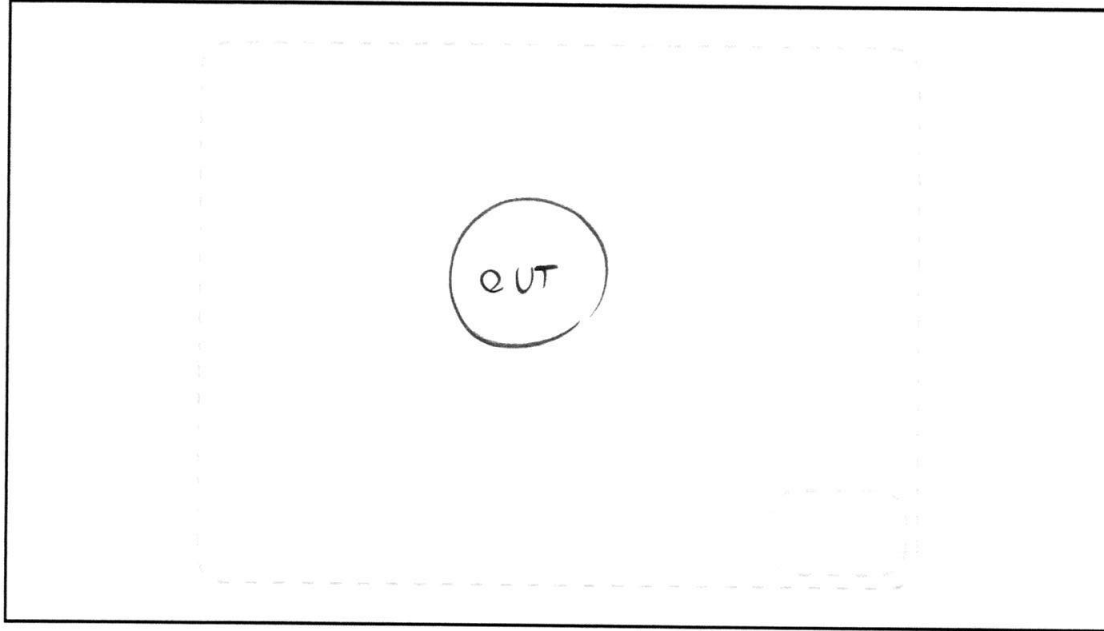
1025/172

ADVENTURE TIME

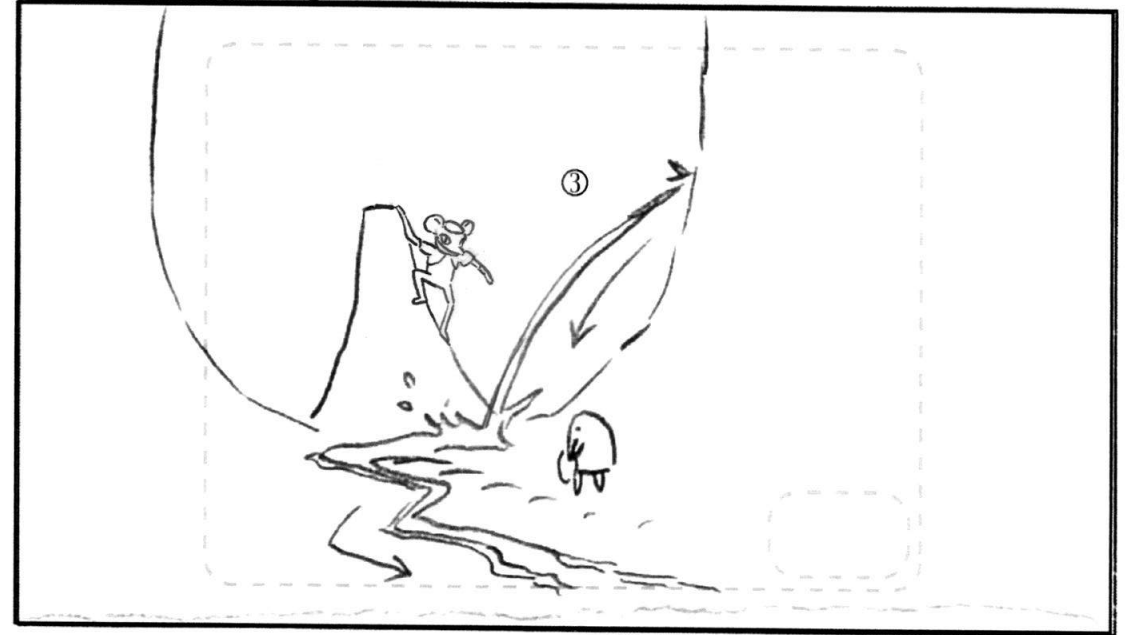


Page 210

Sc. Pnl. Bg. day night



Sc. 101 CONT Pnl. F Bg. day night



Dialog:

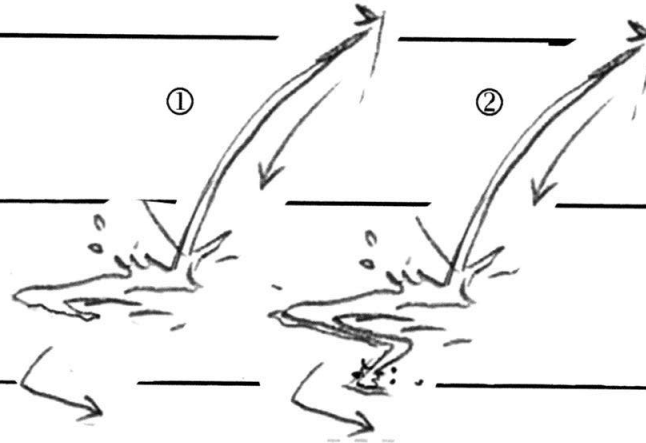
MT: DRINK THIS SAP
AND YOU'LL HAVE
LIFE ETERNAL

Action:

-SAP FLOWS FROM SPRING.

Timing:

FEB 10 2014



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1025/172

Production :

1025/172

ADVENTURE TIME



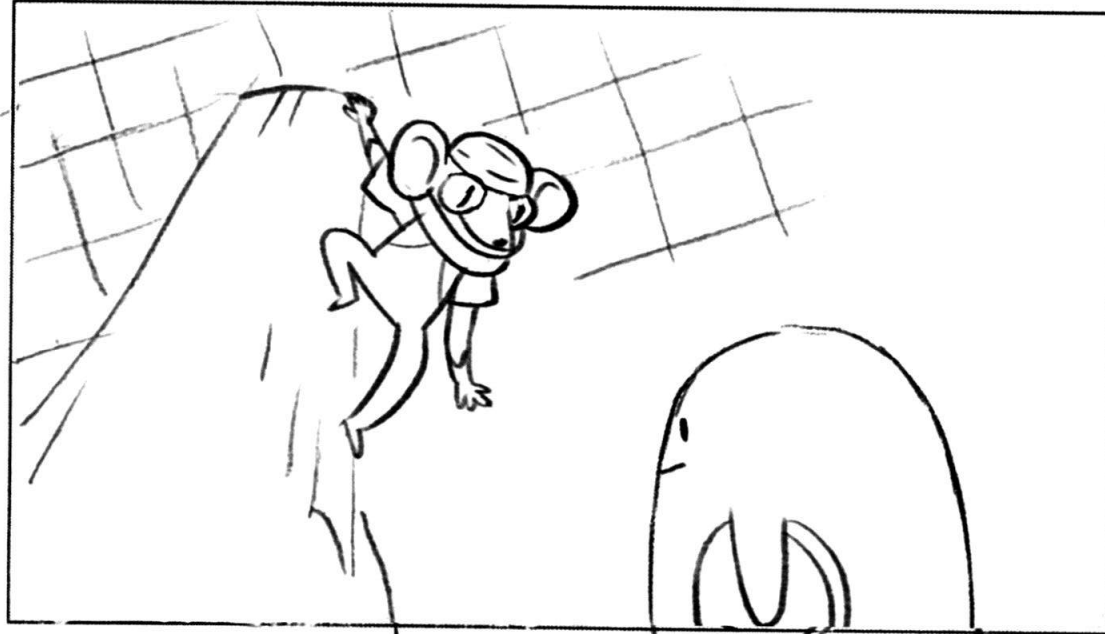
Page 211

Sc. 102

Pnl. A

Bg.

day night

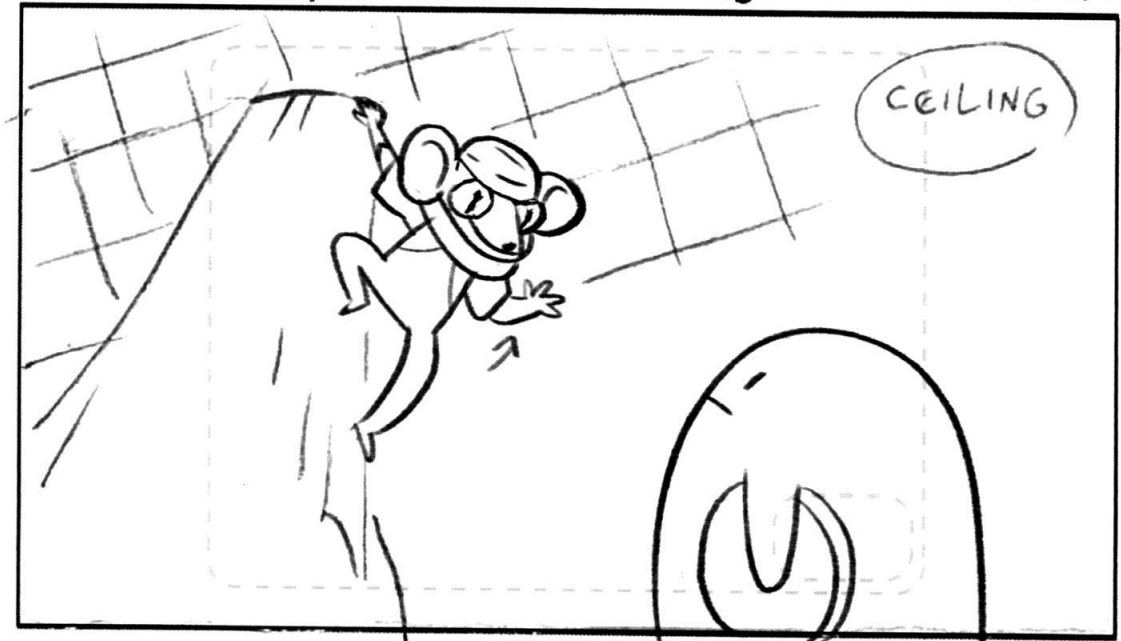


Sc. 102 *CONT*

Pnl. B

Bg.

day night



Dialog:

MT: YOU'LL NEVER
MEET DEATH...

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

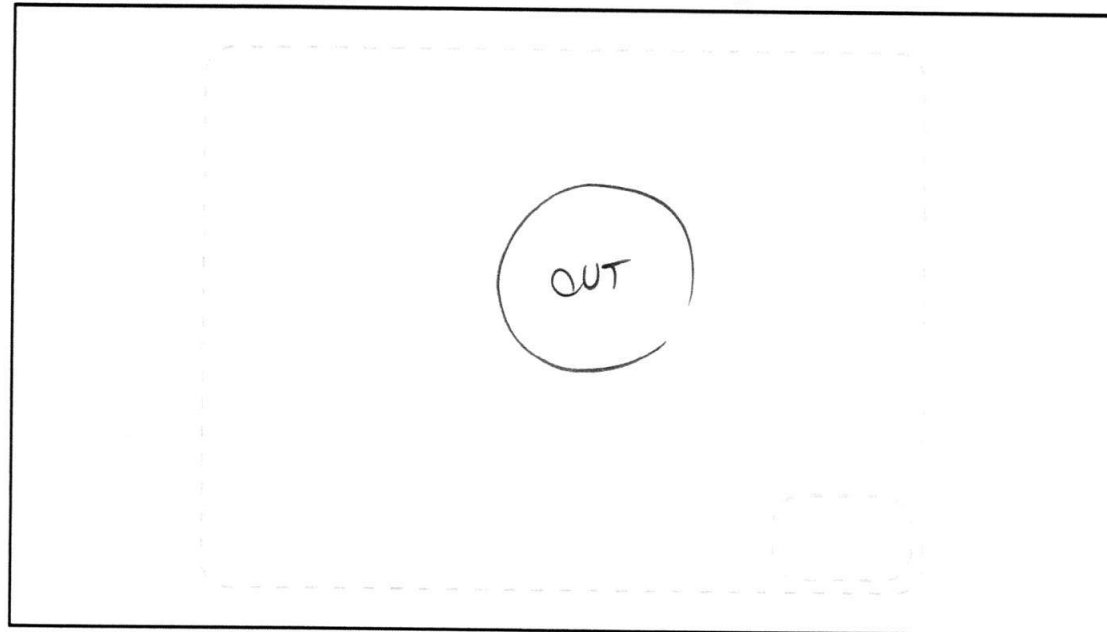
1025/172

ADVENTURE TIME

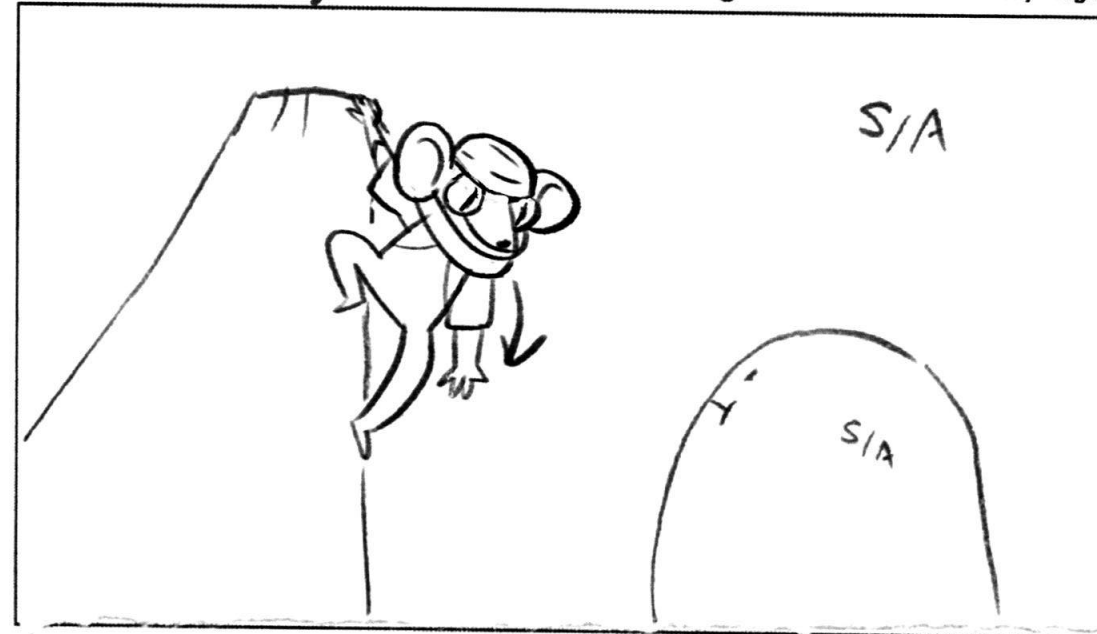


Page 212

Sc. Pnl. Bg. day night



Sc. 102 CONT Pnl. C Bg. day night



Dialog:

MT: AND YOU'LL OUT-
LAST THE WORLD

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

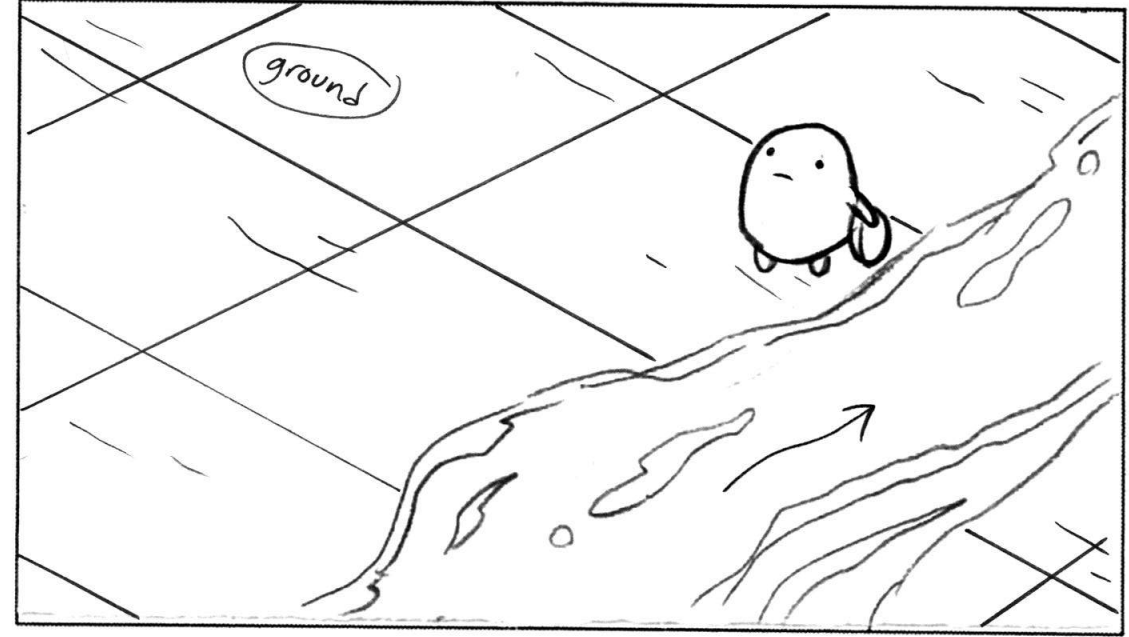
1025/172

the cut

ADVENTURE TIME



Sc. 103 Pnl. A Bg. day night



Sc. 103 *CONT* Pnl. B Bg. day night



Dialog:	
K: UMM...	
Action:	- SAP STREAM CONTINUES TO FLOW
	- KENT DIPS TOE IN SAP.
Timing:	

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EPISODE # 1025-172

Production :

ADVENTURE TIME



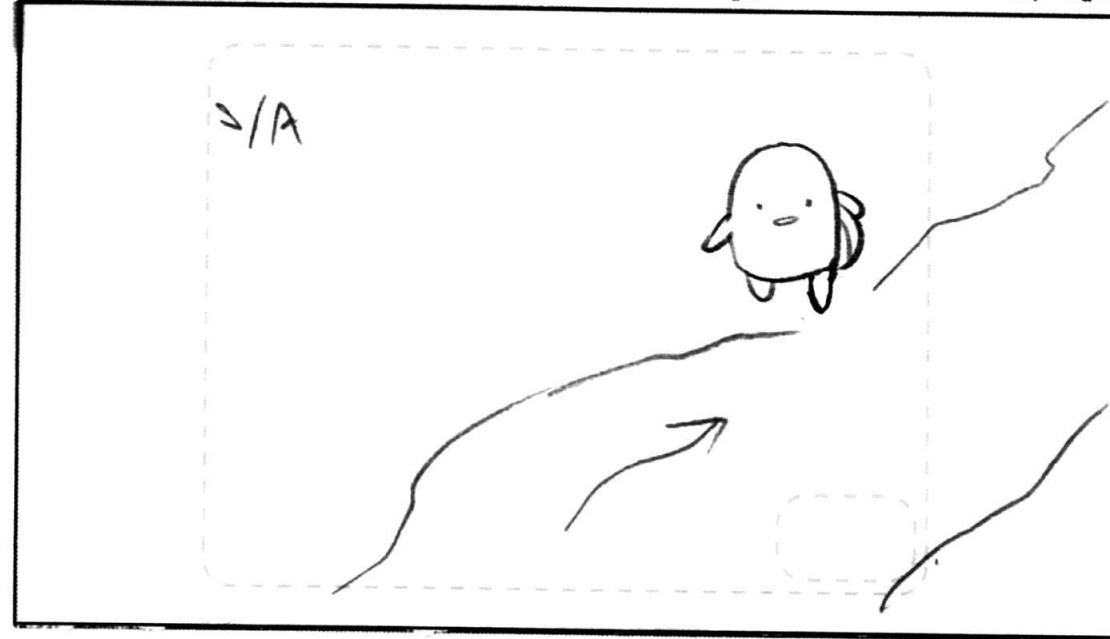
Page 214

Sc. 103 *CONT*

Pnl. C

Bg.

day night

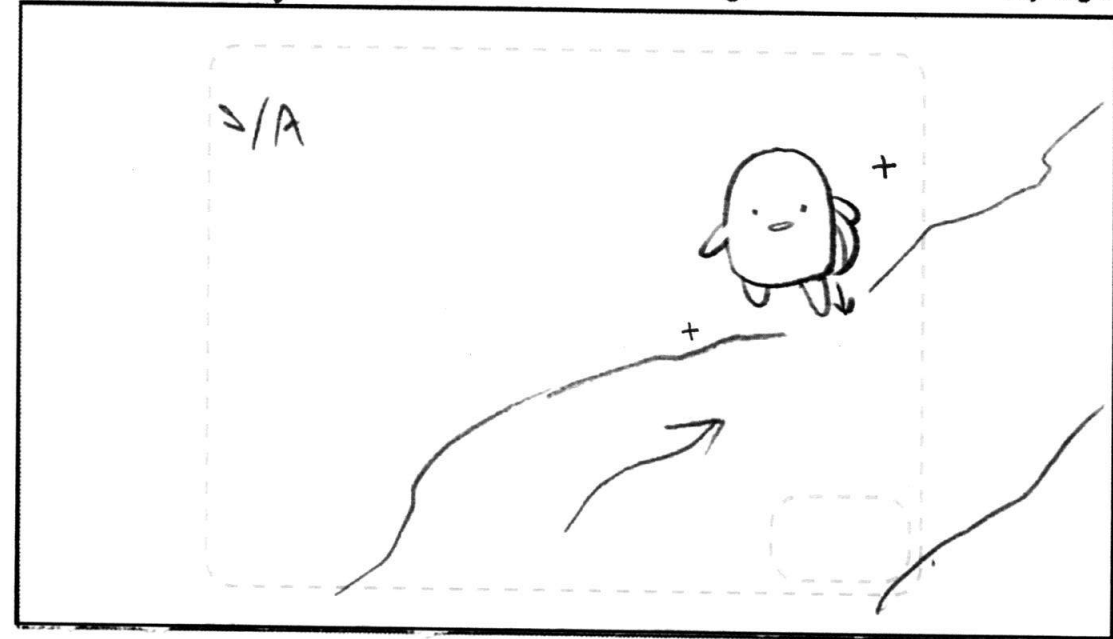


Sc. 103 *CONT*

Pnl. D

Bg.

day night



Dialog:

K: I WAS BORN EARLIER TODAY ...

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

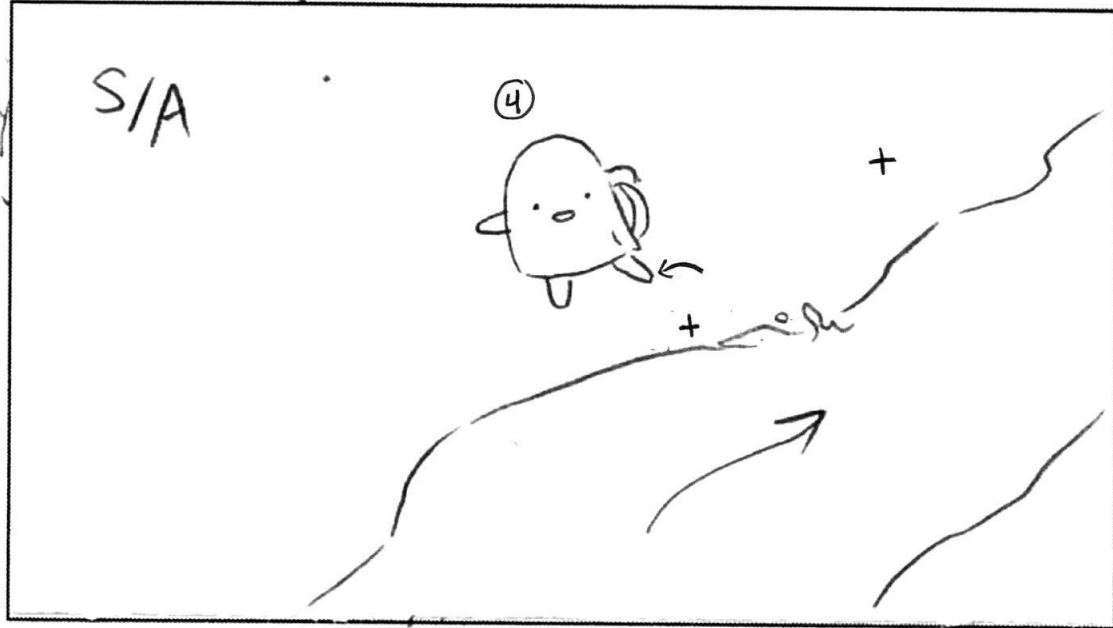
ADVENTURE TIME



Sc. 103 *CONT* Pnl. E

Bg.

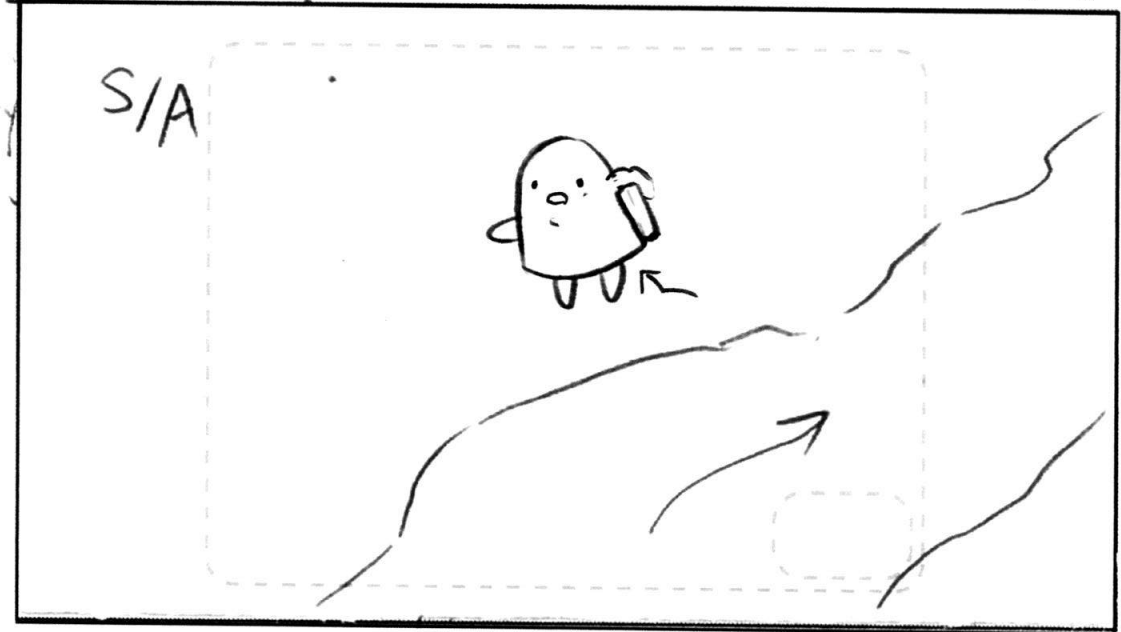
day night



Sc. 103 *CONT* Pnl. F

Bg.

day night



Dialog:

K: SO I DON'T REALLY GOT A
SENSE OF MY OWN MORTALITY ...

Action:

SFX: * PLIPX

- K. HOPS AWAY
FROM STREAM.

Timing:

K: NO THANKS.



EPISODE # 1025-172

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Production :

1025/172

Cut

1025/172

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cut

ADVENTURE TIME

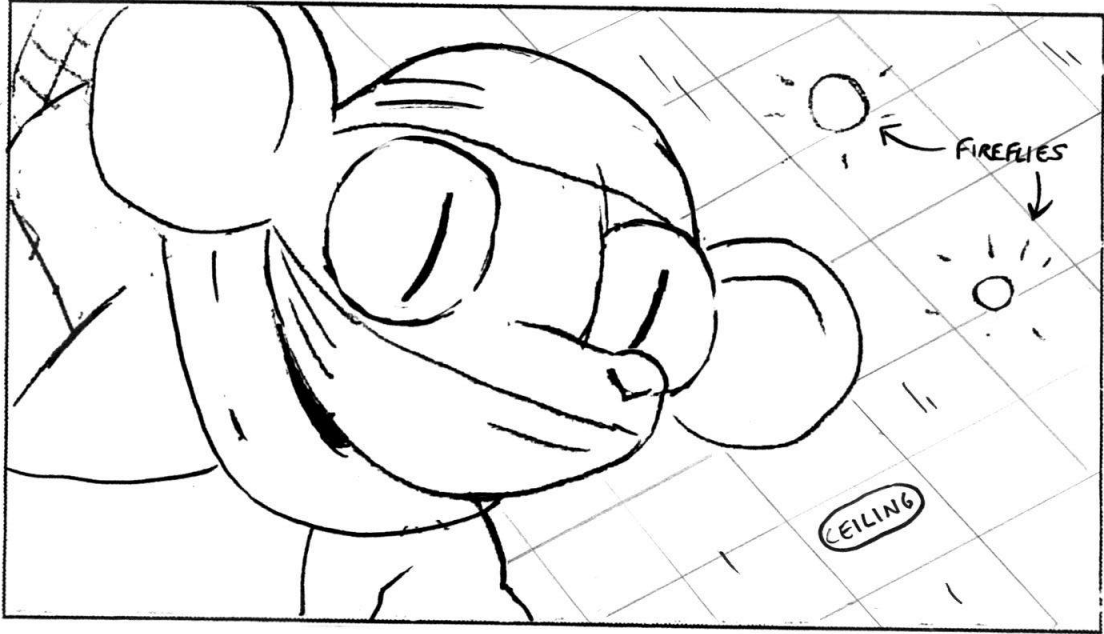


Sc. 104

Pnl. A

Bg.

day night



Sc. 104

cont

Pnl. B

Bg.

day night



Page 216

HW cut

Dialog:

Action:

Timing:

- T. MOUSE
FURROWS BROW.

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Production :

1025/172

ADVENTURE TIME

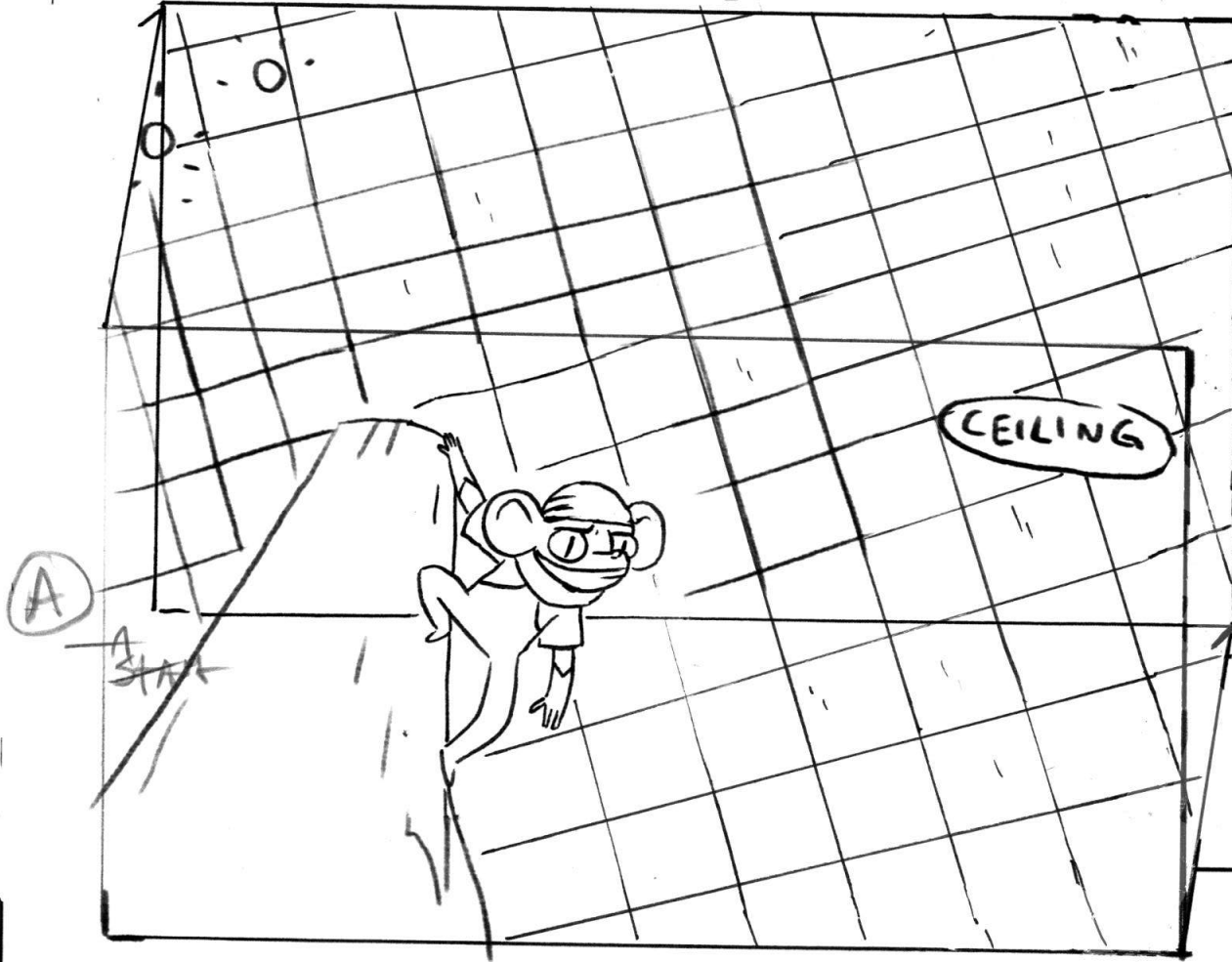


Page 217

Sc. 105

Bg.

day night



Diag pan
w/ Action & into Blur pan

FEB 10 2014

Timing:

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Production :

1025/172

1025/172

ADVENTURE TIME



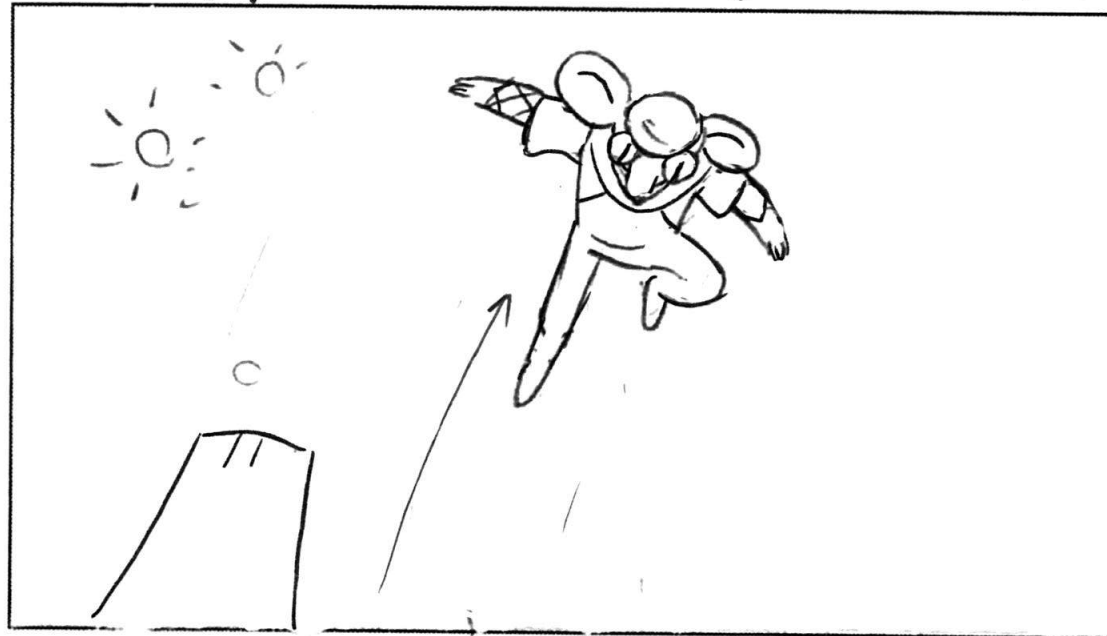
Page 218

Sc. 105 *CONT*

Pnl. B

Bg.

day night



Sc. 105 *CONT*

Pnl. C

Bg.

day night



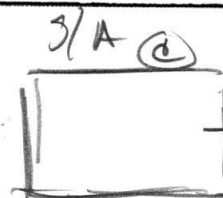
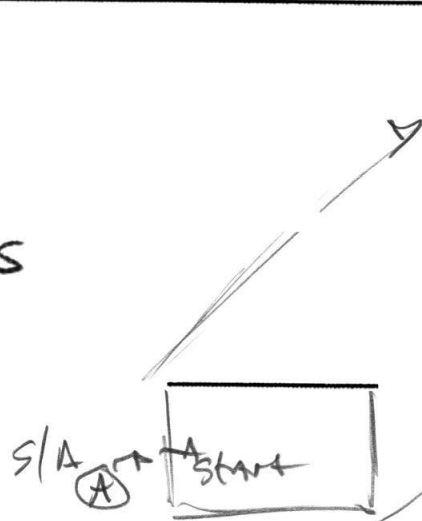
Dialog:

TM: HYU!

Action:

- M. THIEF LEAPS

Timing:



SFX: *KLITCH*

- M. THIEF GRABS
FIREFLY IN FLIGHT
PAN W/ ACTION.

FEB 10 2014



Production :

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1025/172

Cut

ADVENTURE TIME



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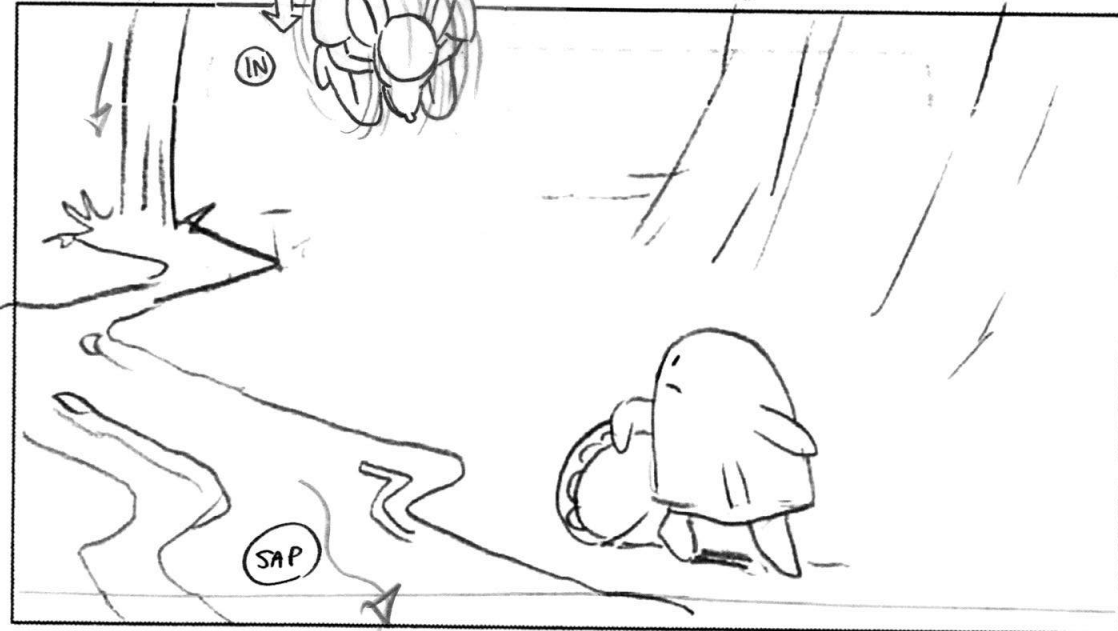
Sc. 106

PNL:

A

Bg.

day night



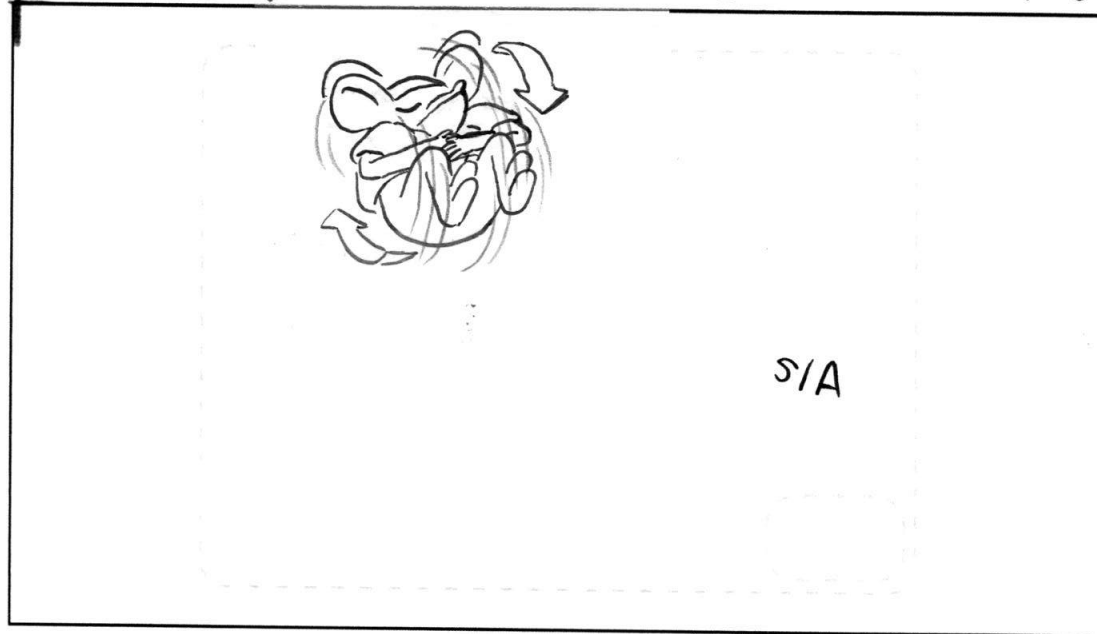
Sc. 106

CONT

PNL. B

Bg.

day night



Dialog:

Action:

- M. THIEF FLIPS ON/S.

Timing:

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EPISODE # 1025-172

Production :

1025/172

1025/172

1025/172

ADVENTURE TIME



NO SC
107

Page 220
NO RES 221-222
day night

Sc. 106 *cont* Pnl. C Bg. day night



Sc. 106 *cont* Pnl. D Bg.



Dialog:

SFX: THP!

Action:

- M. THIEF LANDS
IN FRONT OF KENT.

- M. THIEF HOLDS UP FIREFLY
- K. STRAIGHTENS UP

FEB 10 2014

Timing:

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Production :

1025/172

1025/172

ADVENTURE TIME



Ho Cut

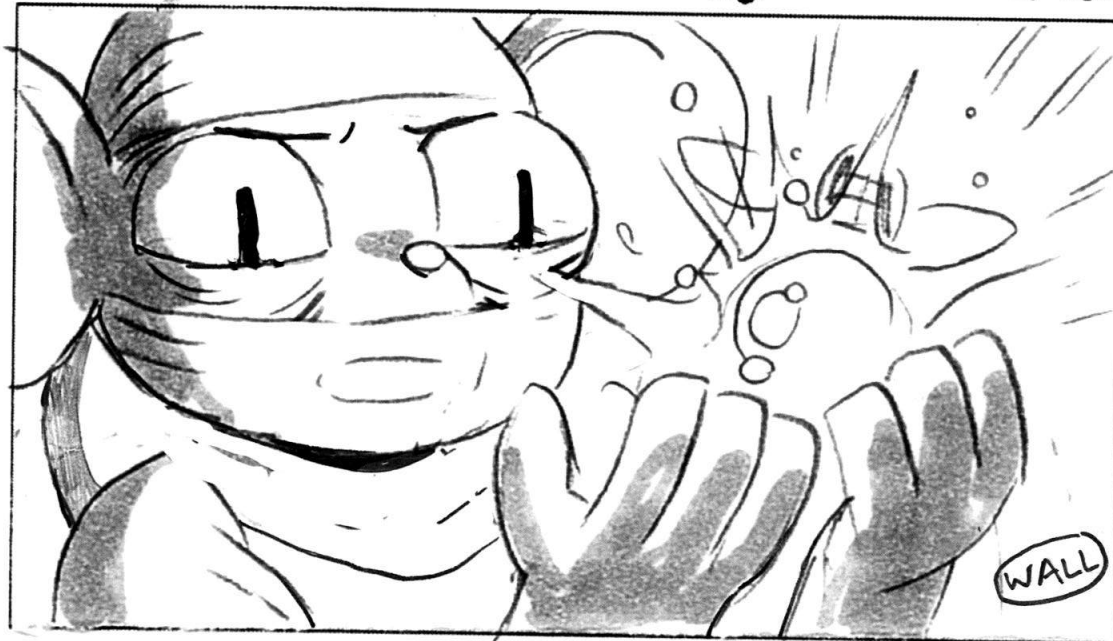
Page 223

Sc. 108

Pnl. A

Bg.

day night



Sc. 109

Pnl. A

Bg.

day night



Dialog:

MT/ The Sacred Flame.

Action:

Timing:

FEB 10 2014

Production :

Cut w/wire & post

-J2

1025/172

1025/172

1025/172

ADVENTURE TIME

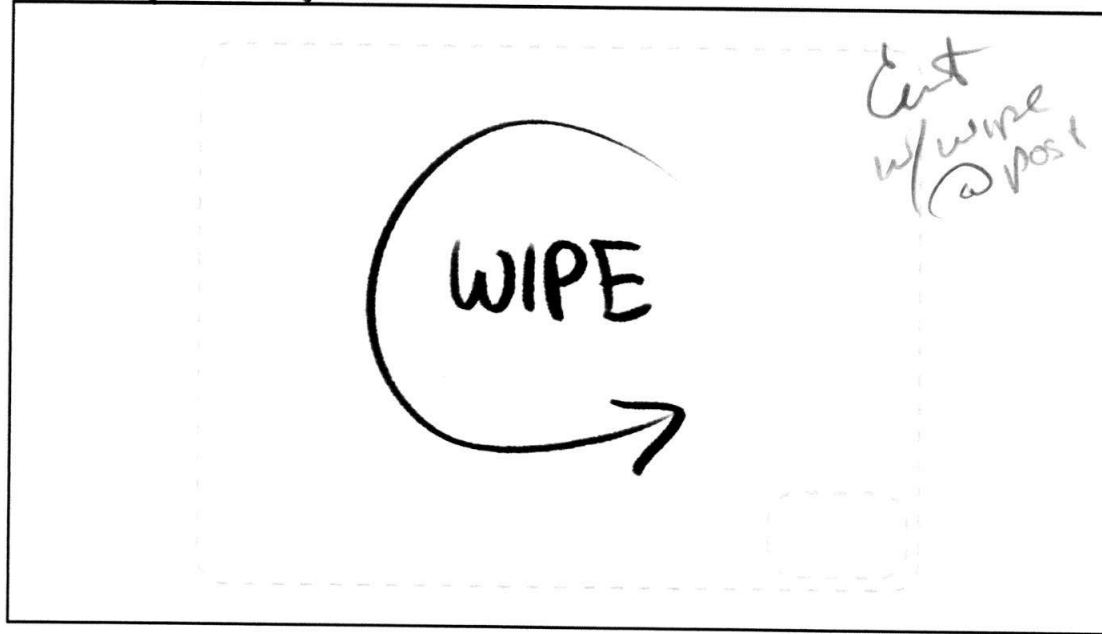


Page 224

Sc. 109 CONT Pnl.

Bg.

day night



Sc. 109A

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

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Production :

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ADVENTURE TIME



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Sc. 110

Pnl. A

Bg.

day night

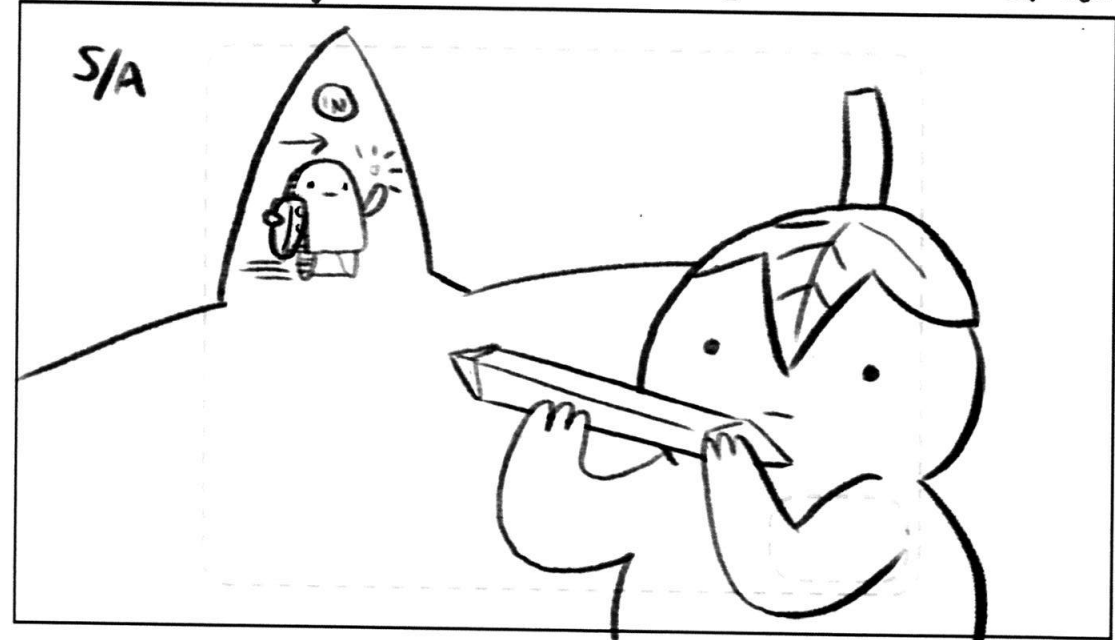


Sc. 110 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- DENDROP'S SHOP.

Timing:



- K. APPEARS IN
DOORWAY WITH ELEMENTS

FEB 10 2014

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Production :

1025/172

ADVENTURE TIME



Page 226

Sc. Pnl. Bg. day night

Sc. 110 CONT Pnl. C Bg. day night

S/A

Dialog:

DD: OH WHAAAT.

Action:

- DD TURNS TOWARDS DOOR.

Timing:

FEB 10 2014

Cut

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Production :

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1025/172

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ADVENTURE TIME



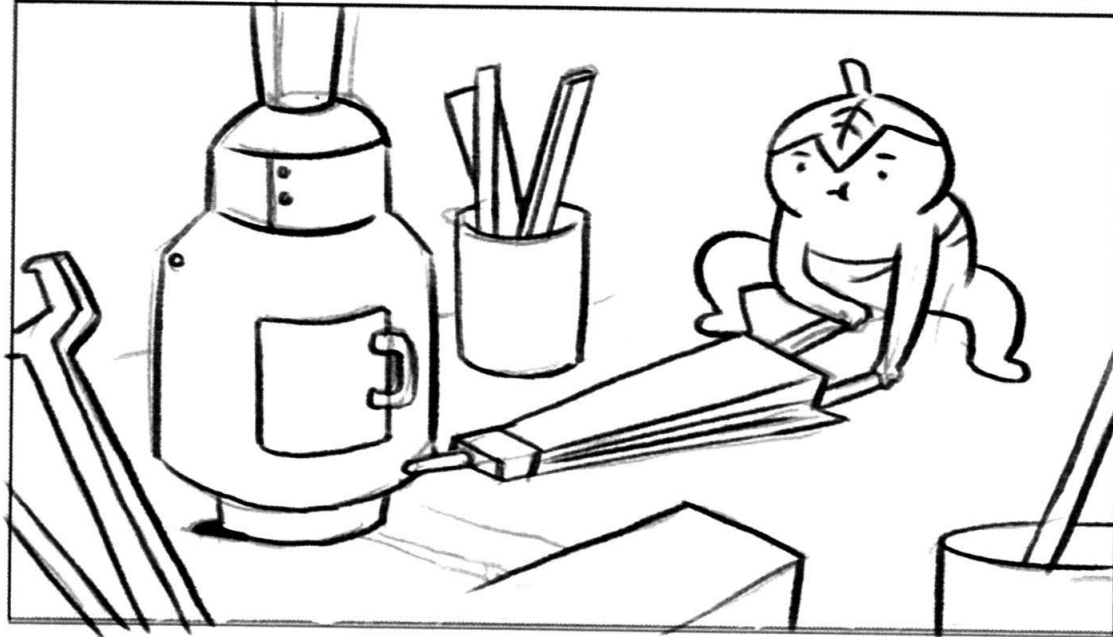
Page 227

Sc. 111

Pnl. A

Bg.

day night

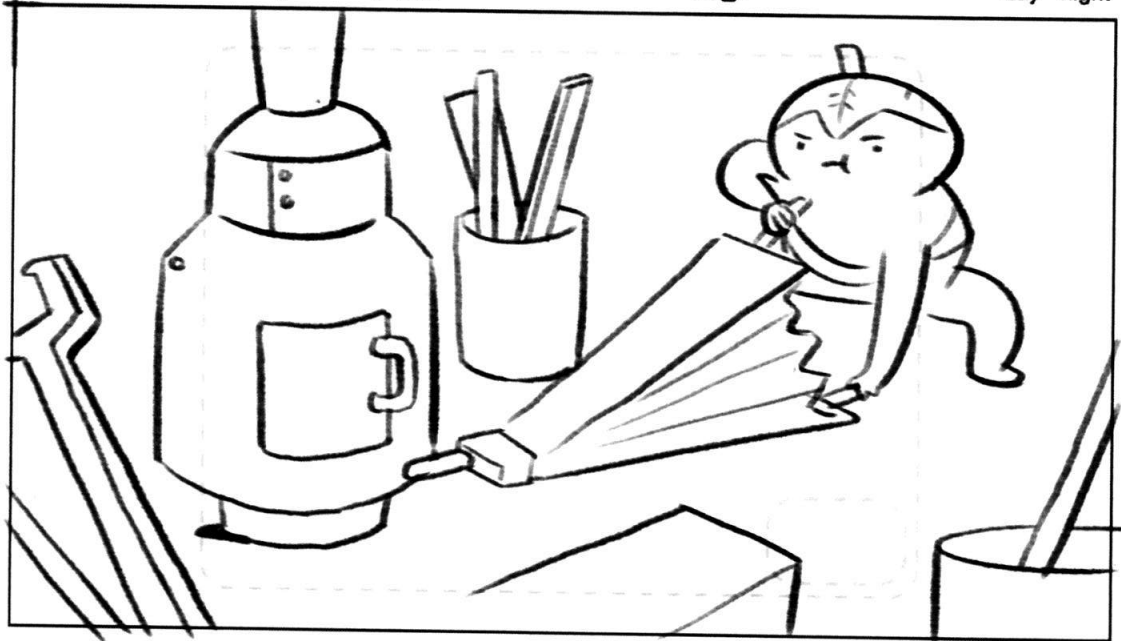


Sc. 111 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: * BLOWING *

Action:

BLACKSMITHING
MONTAGE.

↶ CYCLE ↷

FEB 1 0 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



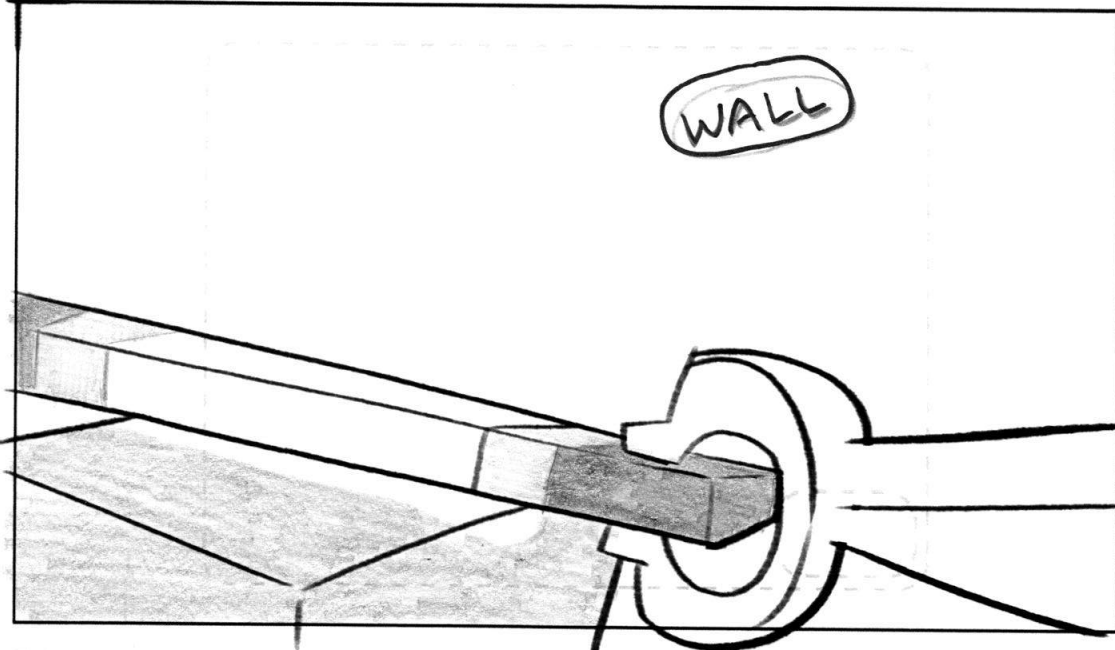
Page 228

Sc. 112

Pnl. A

Bg.

day night

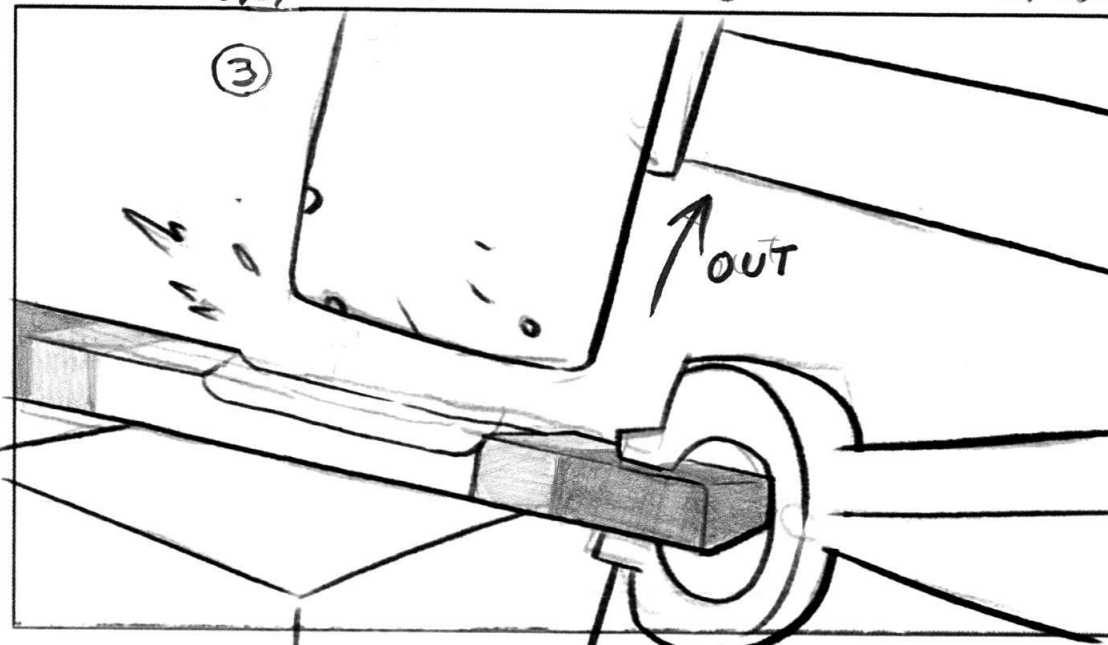


Sc. 112 CONT

Pnl. B

Bg.

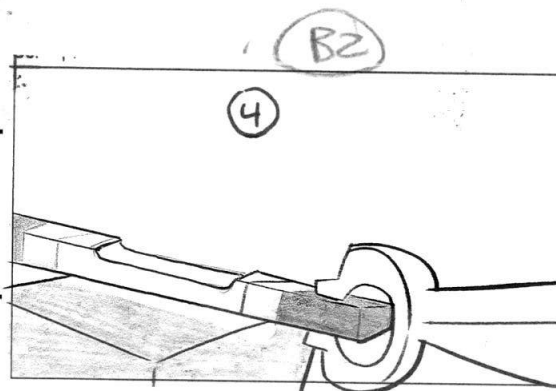
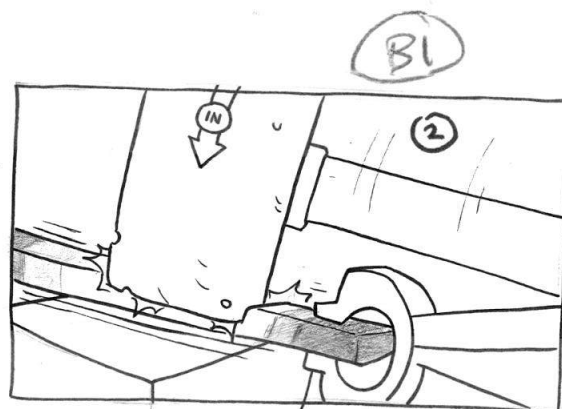
day night



Dialog:

Action:

Timing:



SFX: *HAMMERING*

- HIT x 3

LIKE SO: ①, ②, ③, ④, ②, ③, ④, ②, ③, ④

FEB 10 2014

Production :

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1025/172

Cut

Cut

ADVENTURE TIME



Page 229

Sc. 113

Pnl. A

Bg.

day night



Sc. 113 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: * CLANG -
CLANG *

Action:



Timing:

↶ CYCLE ↷

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1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



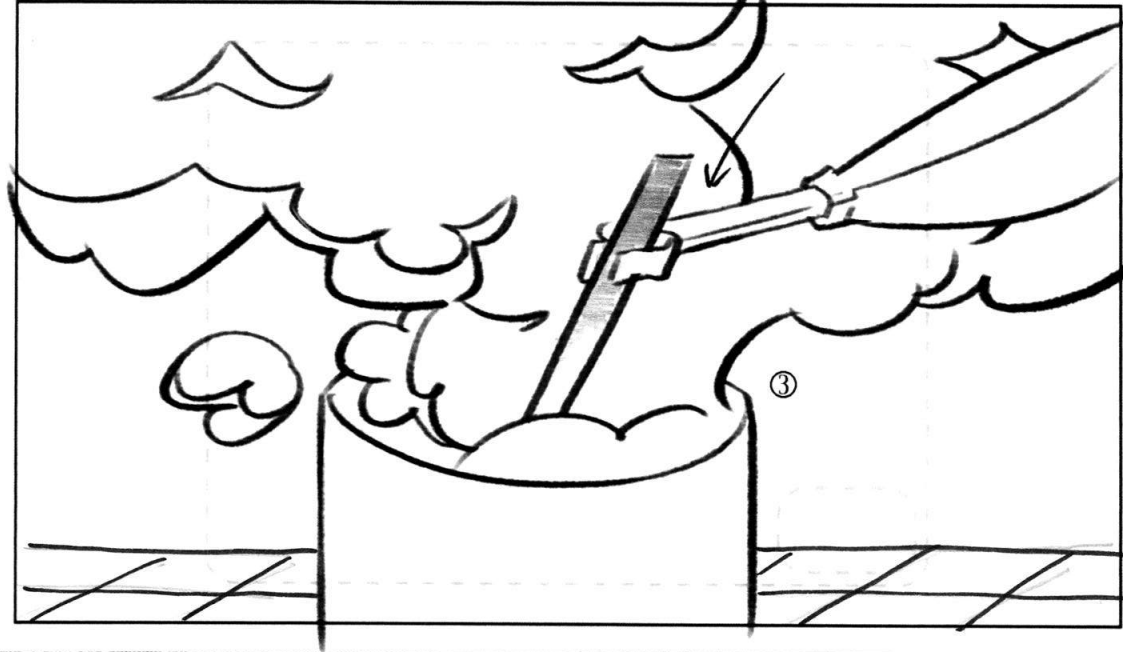
Page 230

Sc. 114

Pnl. A

Bg.

day night

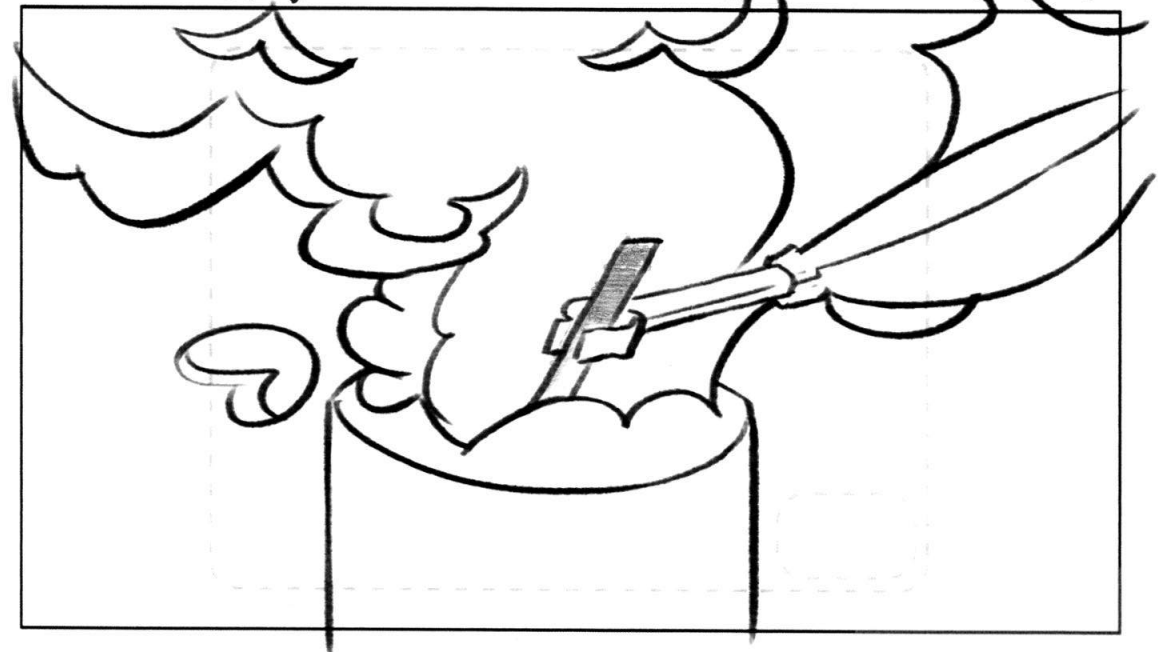


Sc. 114 CONT

Pnl. B

Bg.

day night



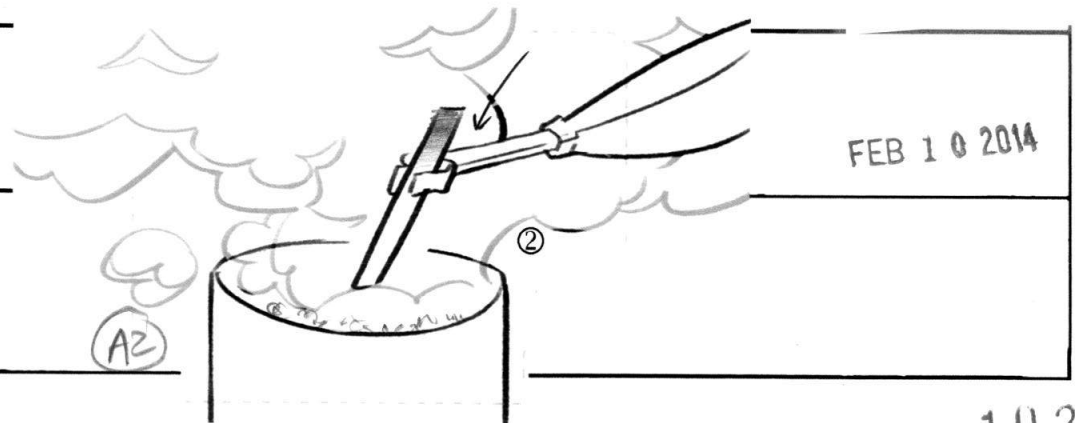
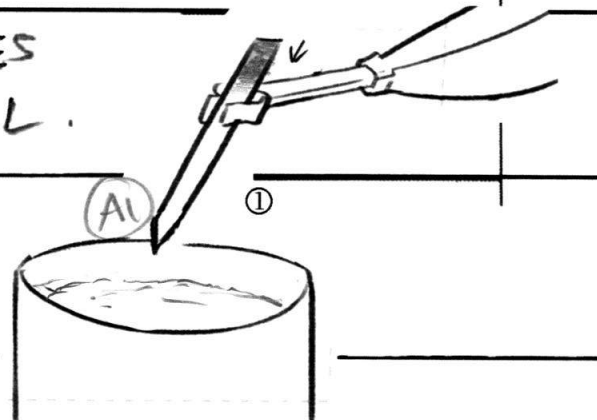
Dialog:

SFX: * SKSHHH * *

Action:

- DD QUENCHES THE STEEL.

Timing:



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Production :

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1025/172

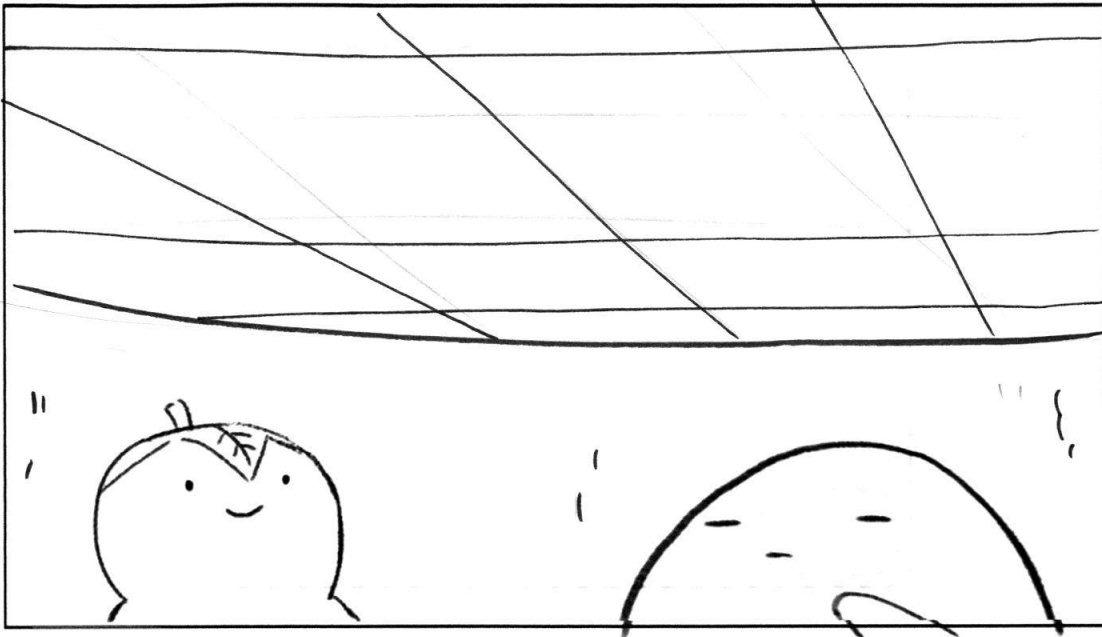
1025/172

Cut

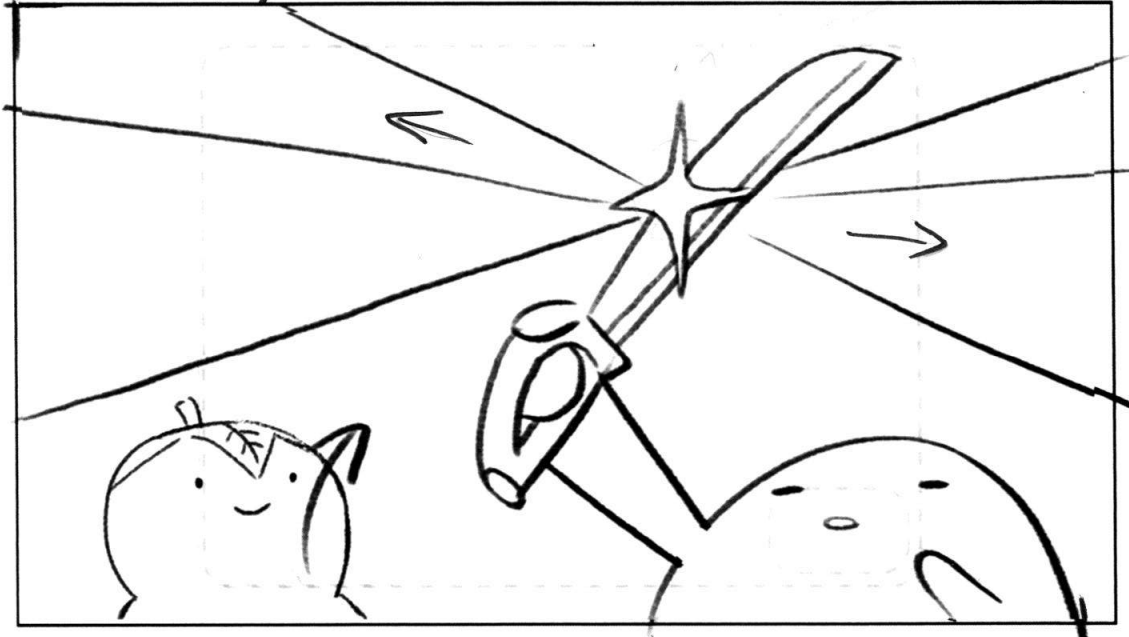
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



Sc. 115 CONT Pnl. B Bg. day night



Dialog:

Action:

Timing:

K/ I name this sword... Punch Party.

-K. HOLDS SWORD ALOFT.

-FADE TO WHITE

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Cut

ADVENTURE TIME



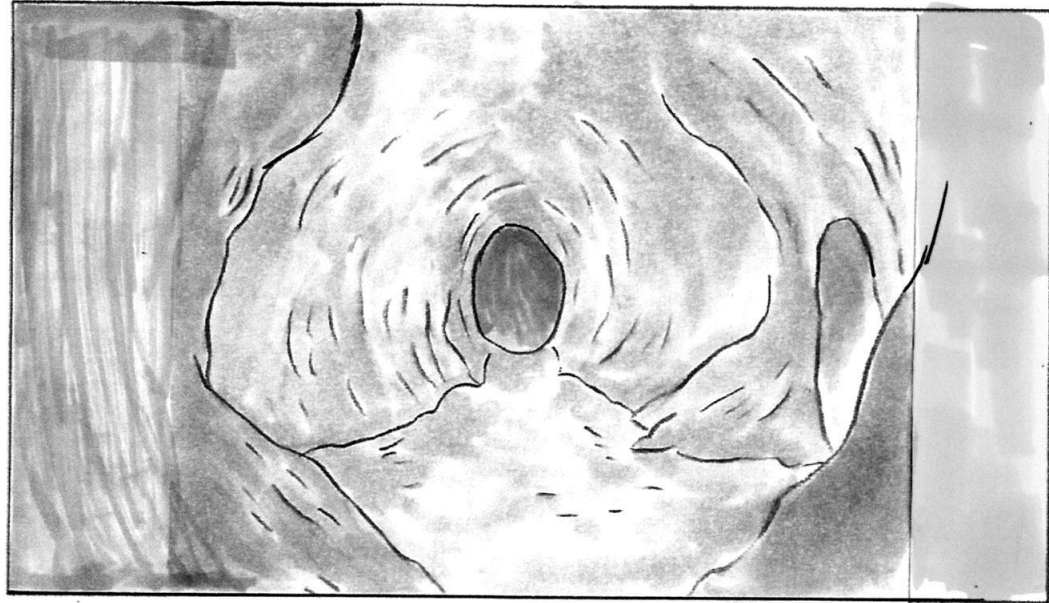
Page 232

Sc. 116

Pnl. A

Bg.

day night



Sc. 116 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

-KENT ENTERS & SWORD ILLUMINATES
TUNNEL

Timing:

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Production :

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ADVENTURE TIME



Cut

NO SC
117

Page 233
NOPG-234
day night

Sc. 116 *CONT* Pnl. C

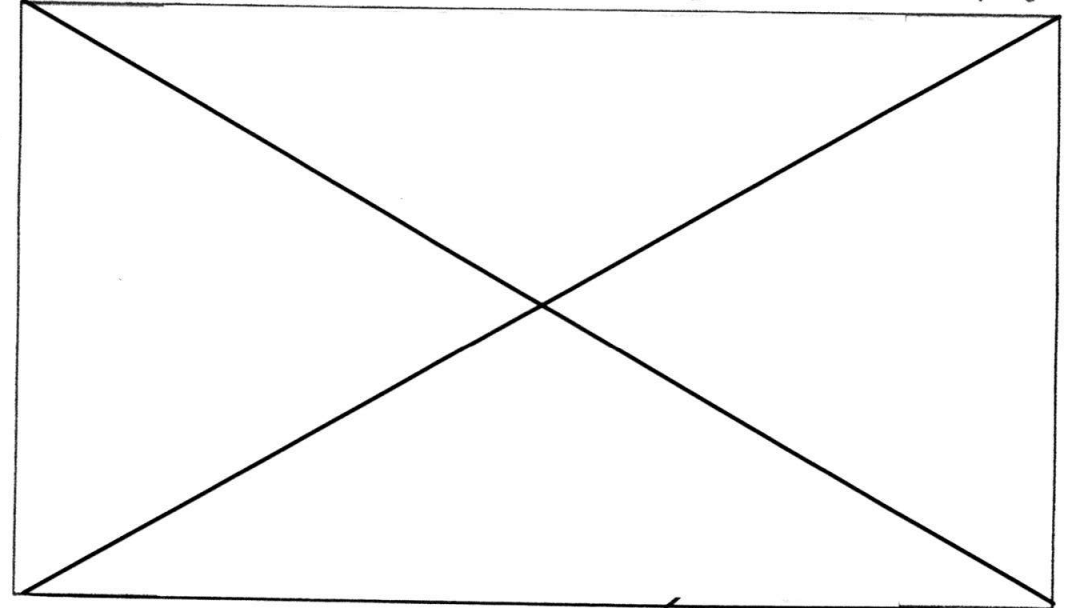
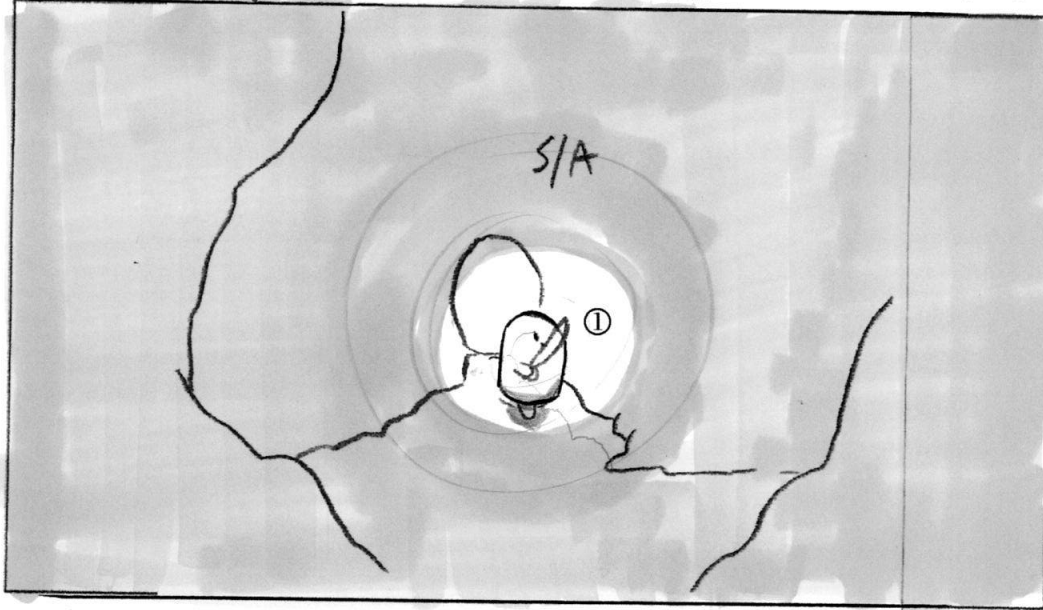
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:



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1025/172

ADVENTURE TIME



No Sc. 117

Page 235

Sc.

Pnl.

Bg.

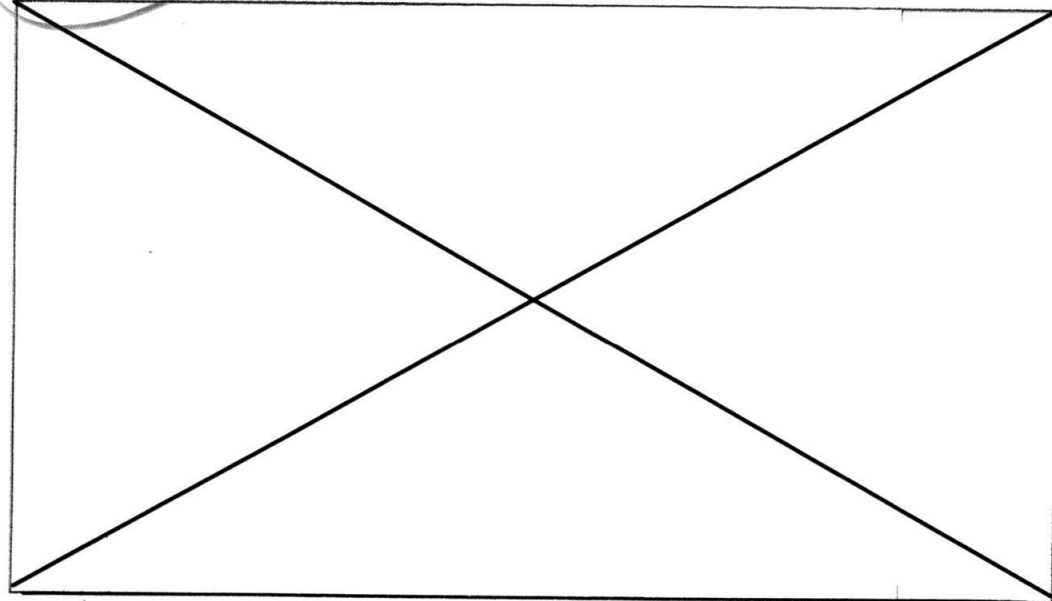
day night

Sc. 118

Pnl. A

Bg.

day night



Dialog:

Action:

- HUGE CHAMBER W/ SHAFT OF MOONLIGHT

Timing:

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ADVENTURE TIME



He cut

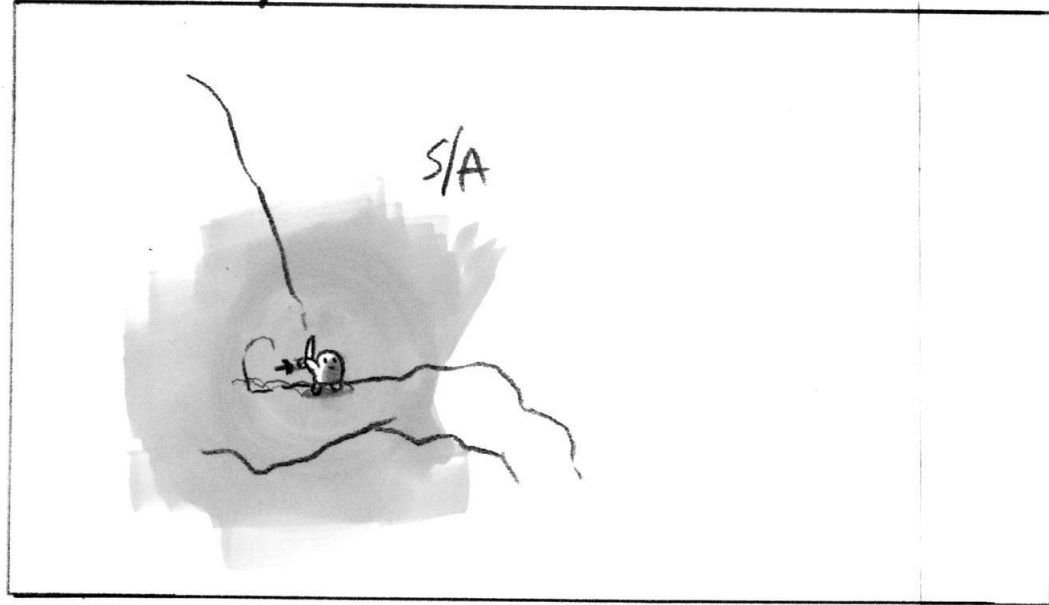
Page 236

Sc. 118 *CONT*

Pnl. B

Bg.

day night

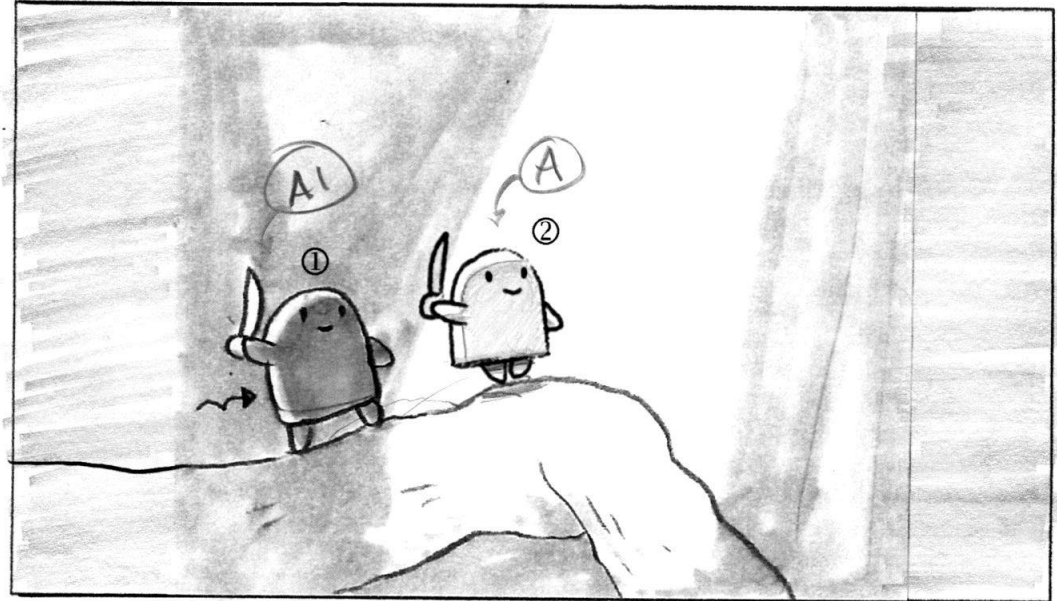


Sc. 119

Pnl. A

Bg.

day night



Dialog:

Action:

-KENT ENTERS

Timing:



(B)

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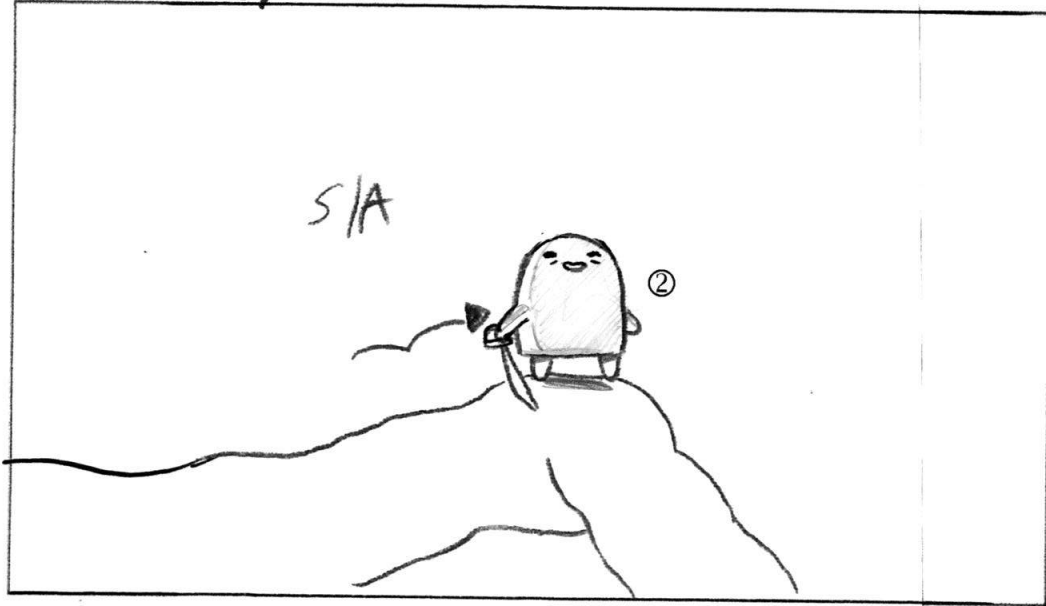
Page 237

Sc. 119 *CONT*

Pnl. B

Bg.

day night

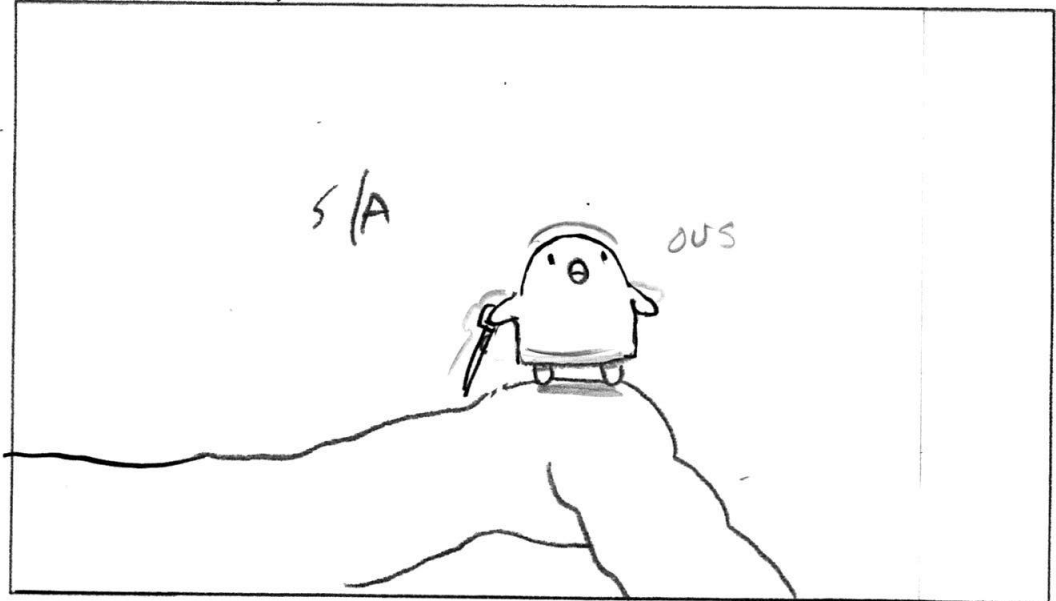


Sc. 119 *CONT*

Pnl. C

Bg.

day night



Dialog:

K: I FEEL SO COOL RIGHT NOW -

K: [GASP!]

SFX: (O/S) RAT SQUEAKS

Action:

- K. STANDS IN SHAFT OF LIGHT.

-SFX RAT SQUEAK

FEB 10 2014

Timing:



40
cut

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Production :

1025/172

Ho
Cut

ADVENTURE TIME



Page 238

Ho
Cut

Sc. 120

Pnl. A

Bg.

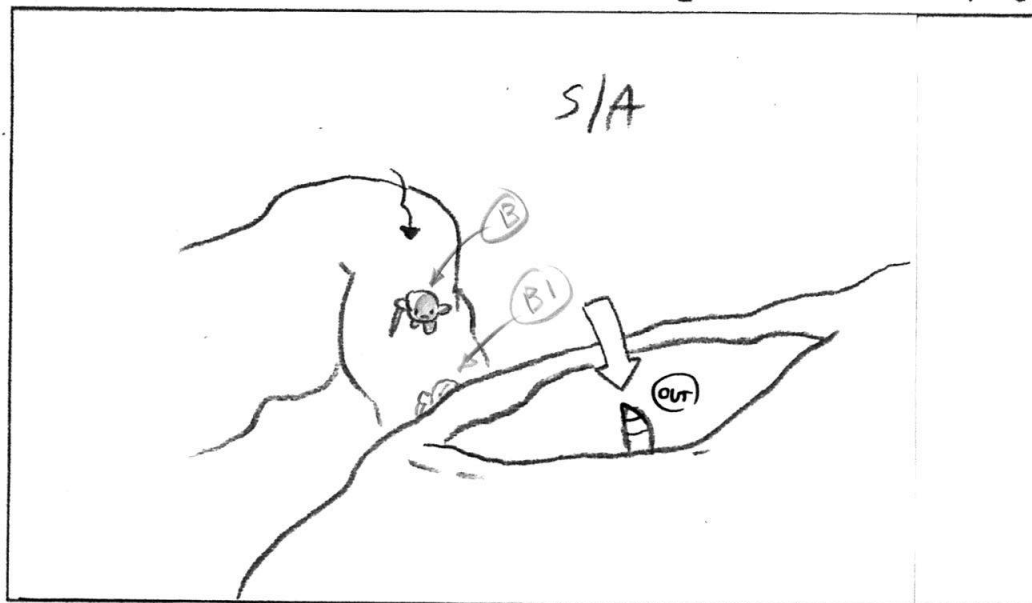
day night



Sc. 120 *CONT* Pnl. B

Bg.

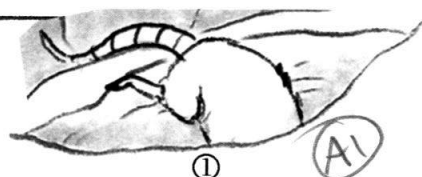
day night



Dialog:

Action:

Timing:



- TAIL SLIDES INTO HOLE
- K. RUNS TOWARDS TAIL.

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Production :

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1025/172

HW
cut

ADVENTURE TIME



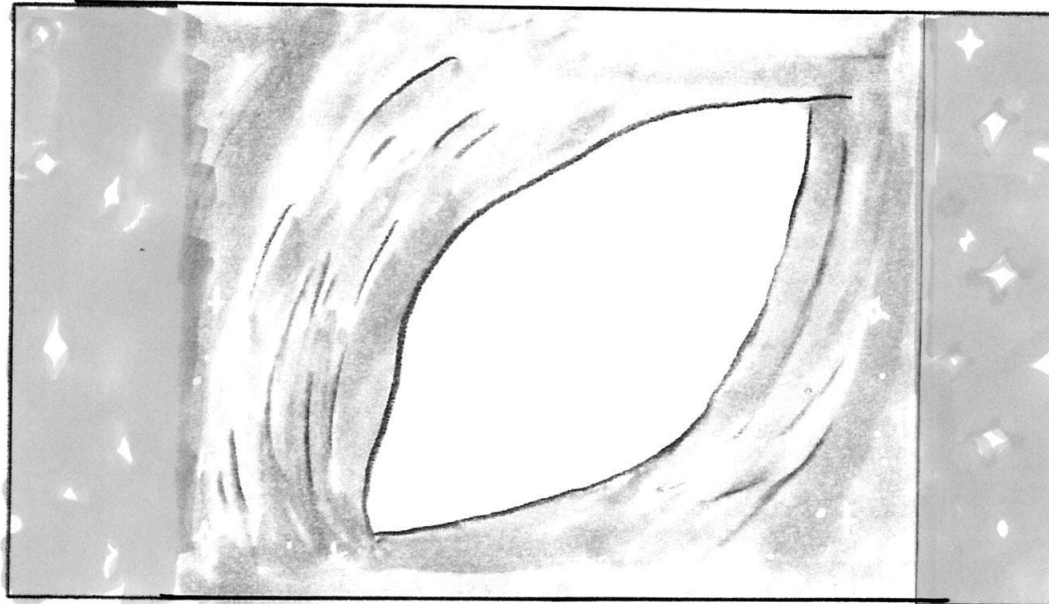
Page 239

Sc. 121

Pnl. A

Bg.

day night



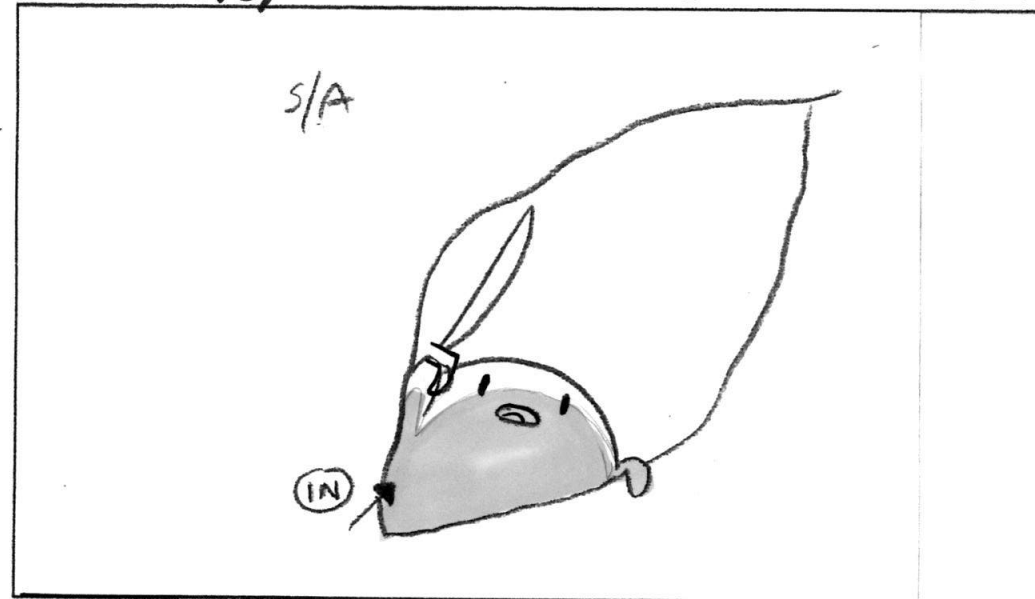
Sc. 121

CONT

Pnl. B

Bg.

day night



Dialog:

SFX: *RAT SQUEAKING*

Action:

K: (WHISPERS) IT'S PARTY TIME.

-SFX - SOUNDS LIKE A BUNCH A RATS

Timing:

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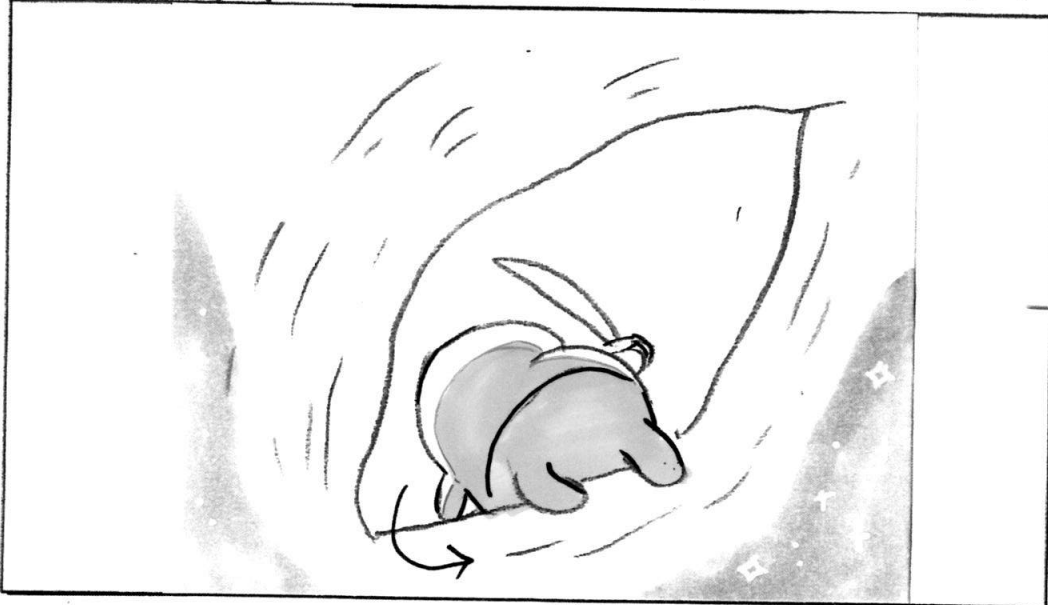
ADVENTURE TIME



Sc. 121 *cont* Pnl. C

Bg.

day night

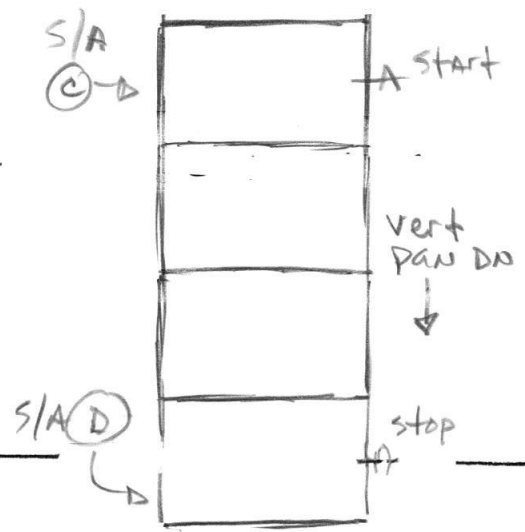


start
vert
pan
w/ Action

Dialog:

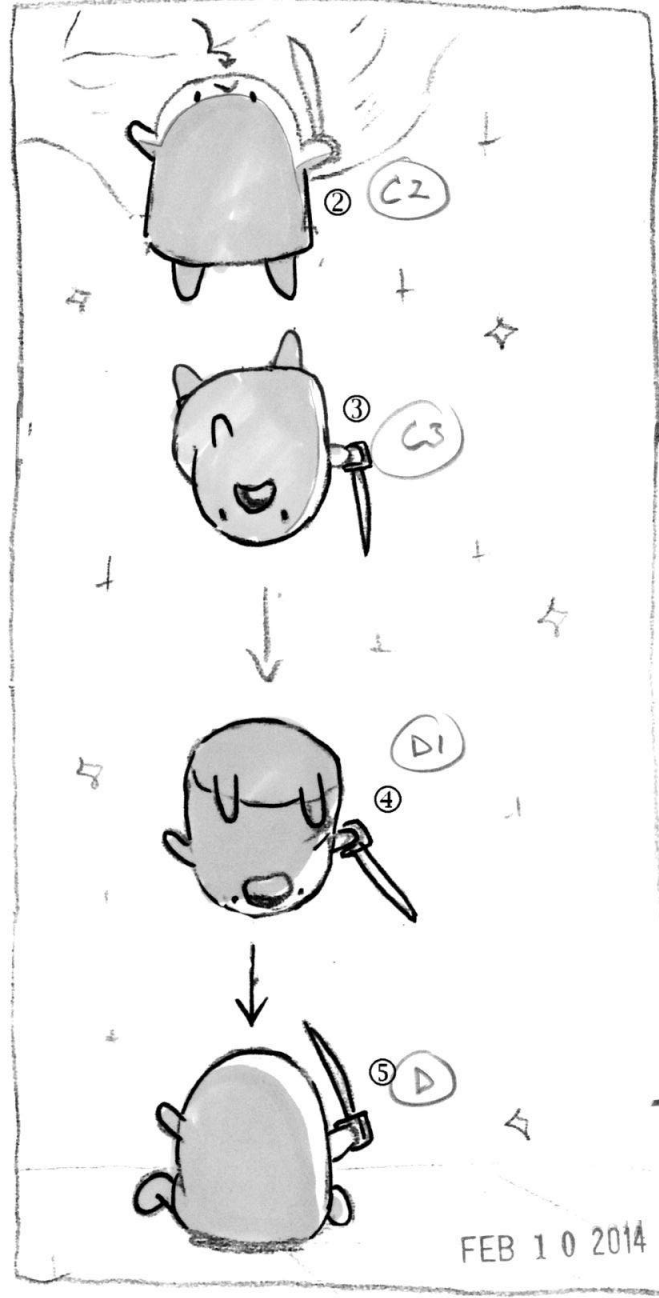
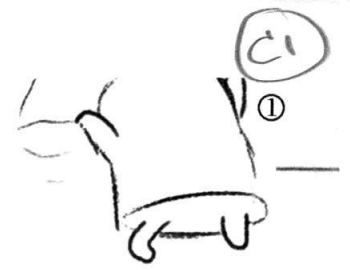
Action:

Timing:



K: ② AAH!
③ WOOF!

- K SLIPS AND FALLS
- PAN W/ KENT

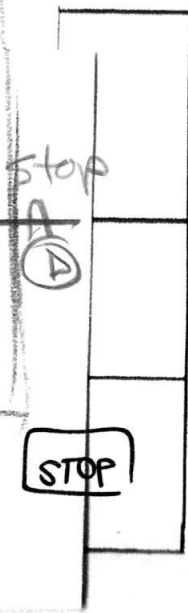


FEB 10 2014

START

240

vert
pan down
w/ Action



Production :

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ADVENTURE TIME



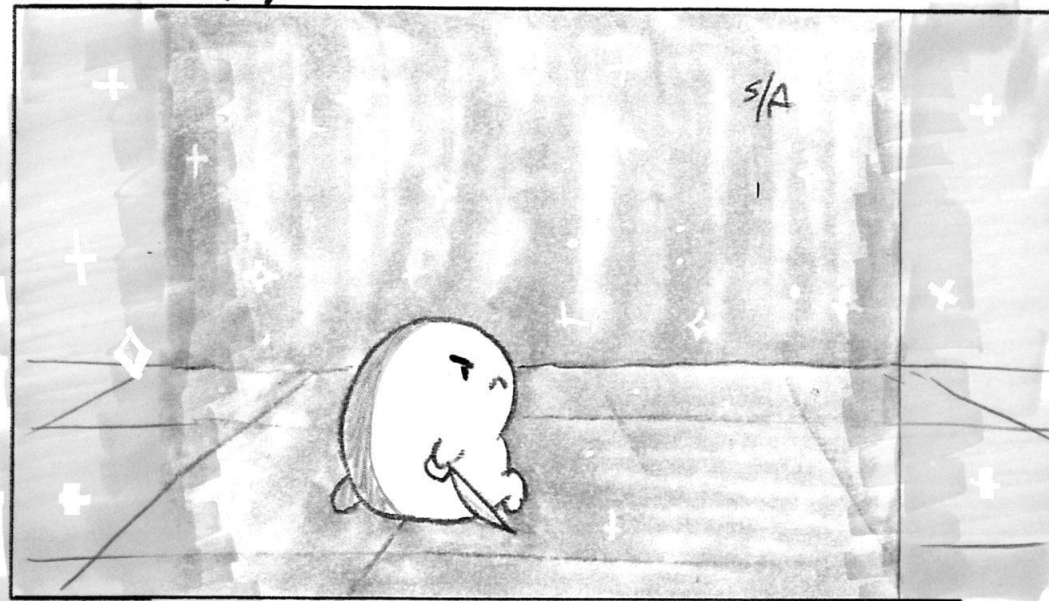
He Cut

Page 241

Sc. 121 *CONT* Pnl. E

Bg.

day night



Sc. 122

Pnl. A

Bg.

day night



Dialog:

RK: ^(0/5) GREETINGS...

Action:

- SPACE BACKGROUND

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Timing:

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ADVENTURE TIME



Page 242

Sc. 122 CONT Pnl. B

Bg.

day night

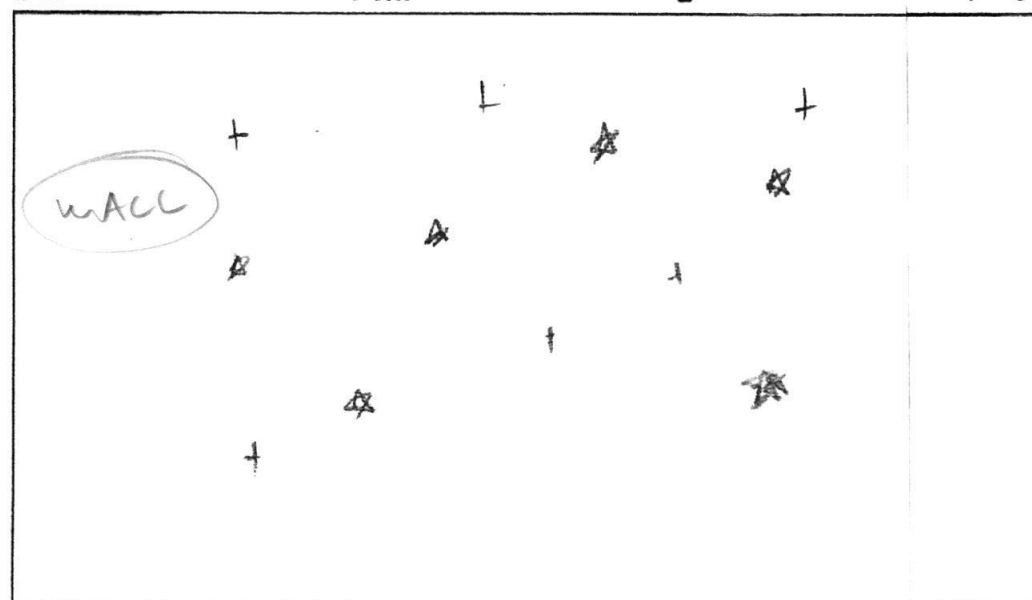


Sc. 123

Pnl. A

Bg.

day night



Dialog:

K: WHO'S THERE?

Action:

cosmic STARRY BACKGROUND

Timing:

FEB 10 2014

Production :

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1025/172

ADVENTURE TIME

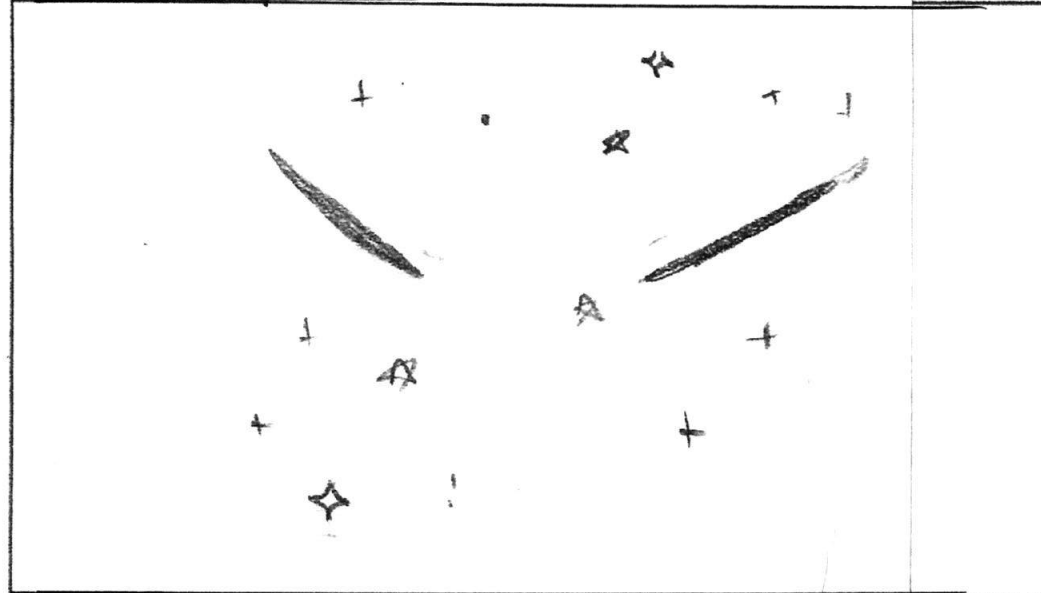


Page 243

Sc. 123 *cont* Pnl. B

Bg.

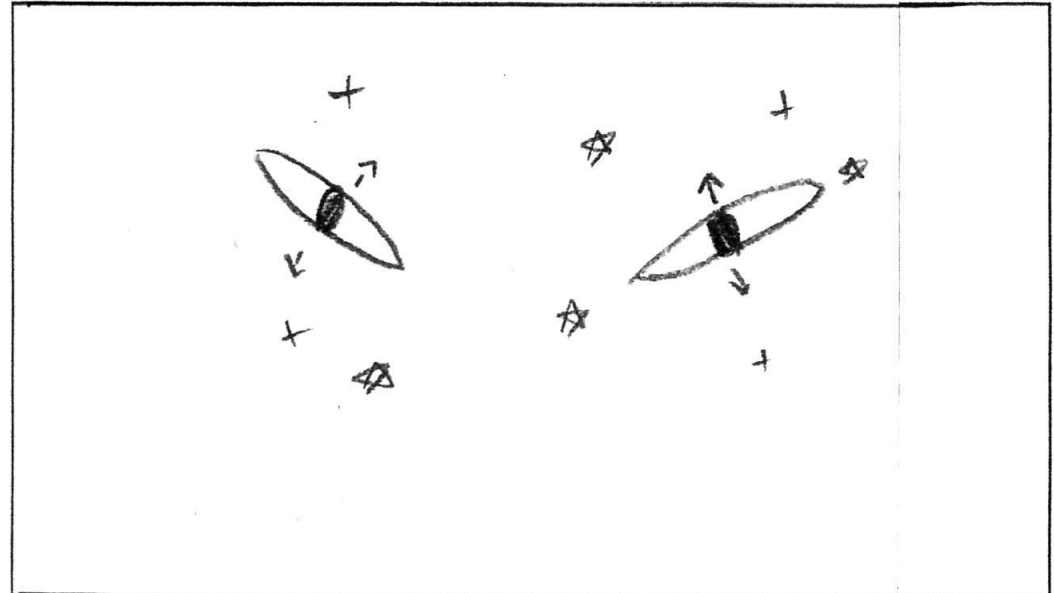
day night



Sc. 123 *cont* Pnl. C

Bg.

day night



Dialog:

RK: I --

X-DISS ON EYES &
Rat King skin color.

RK: AM --

Action:

-EYES APPEAR

-EYES OPEN

FEB 10 2014

Timing:

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Production :

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ADVENTURE TIME



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Ho Cut

Sc. 123 *CONT* Pnl. D

Bg.

day night

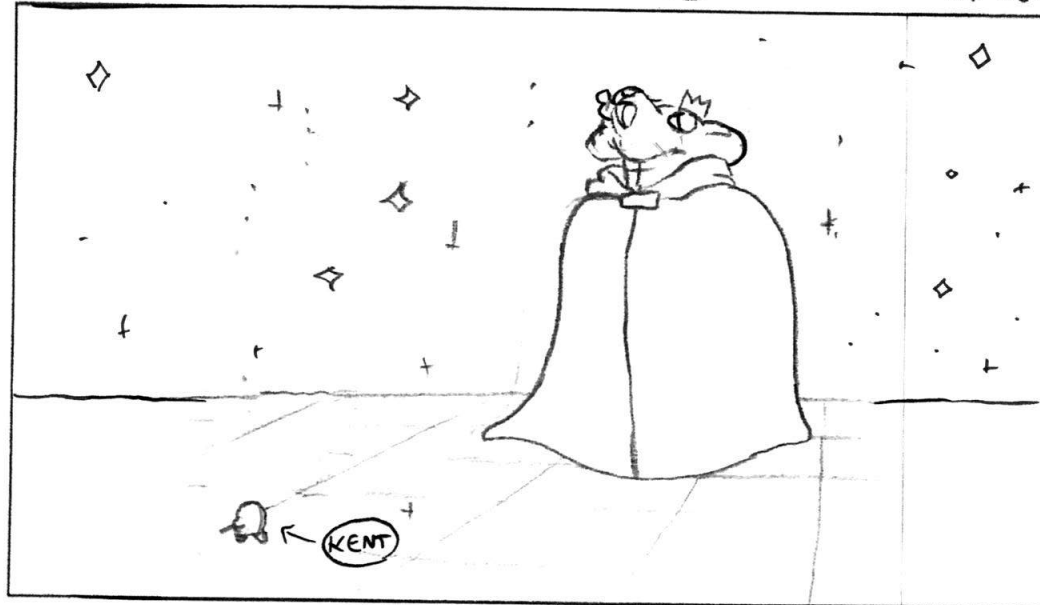


Sc. 124

Pnl. A

Bg.

day night



Dialog:

RK/ THE RAT KING!

Action:

-EYES FLASH OPEN

-CLOAK FLUTTERING

FEB 10 2014

Timing:



Production :

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ADVENTURE TIME



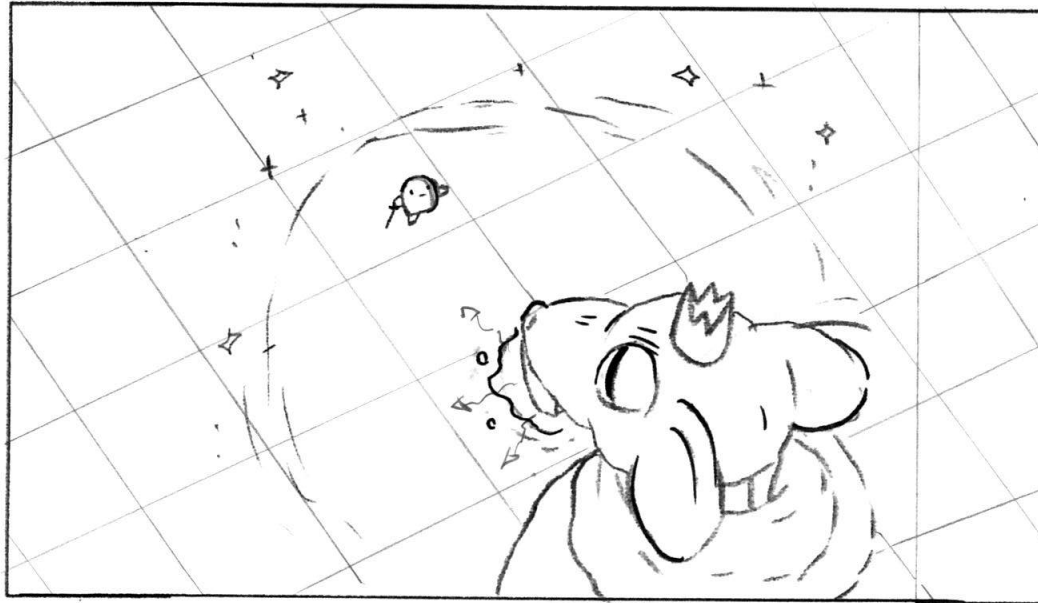
Page 245

Sc. 125

Pnl. A

Bg.

day night



Dialog:

- DX Smoke Floats slowly
Away From Mouth w/-
Dissipate (Repeat AS Cycle)

Action:

- BL SPARKLE grow ON/OFF
From DX Smoke AREA.

Timing:

RAT King :

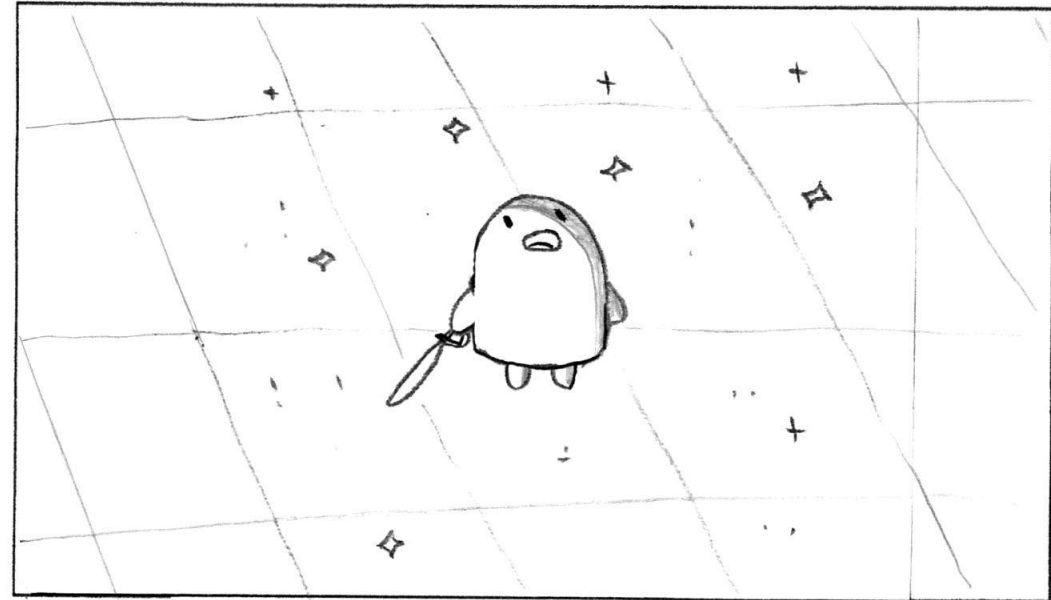
" why ARE YOU HERE? "

Sc. 126

Pnl. A

Bg.

day night



K: I-

FEB 10 2014

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Production :

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ADVENTURE TIME



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Sc. 126 CONT

Pnl. B

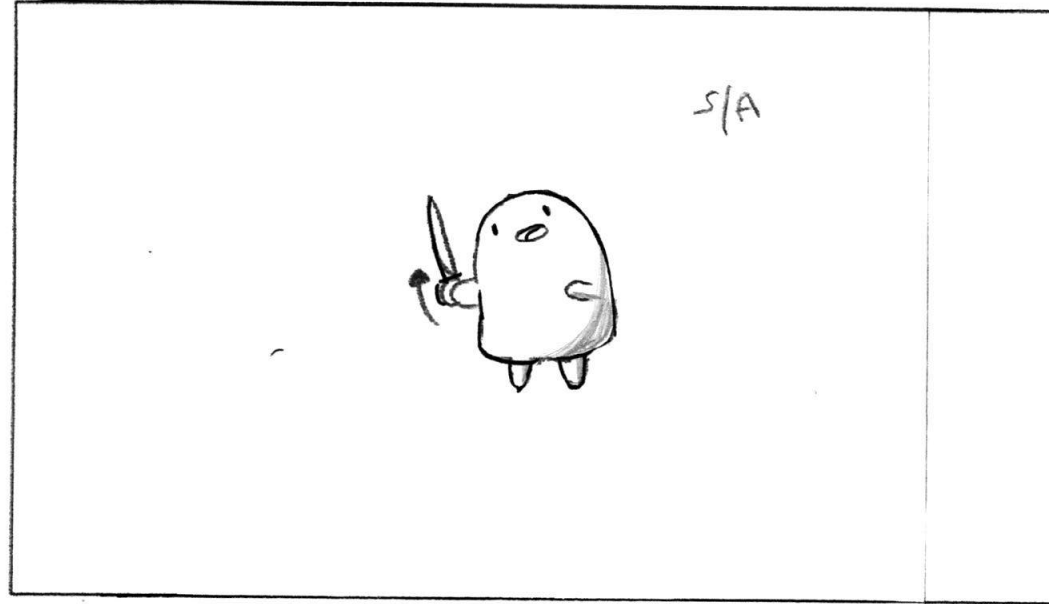
Bg.

day night

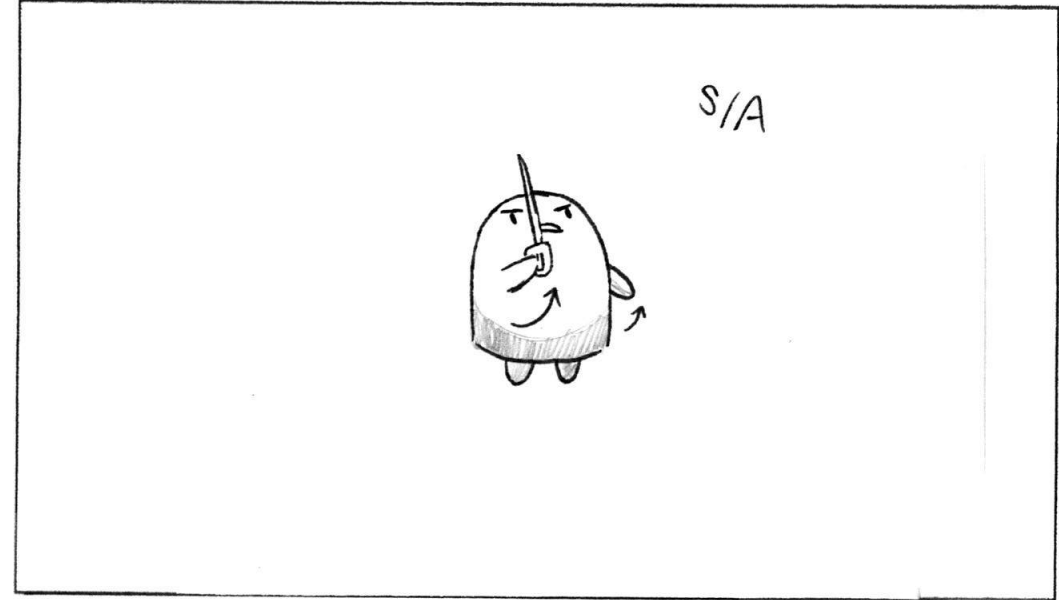
Sc. 126 CONT Pnl. C

Bg.

day night



S/A



S/A

Dialog:

K: I'VE GOT THIS, LIKE, THIS RAD SWORD ...AAND--

Action:

Timing:

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AV
Cut

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ADVENTURE TIME



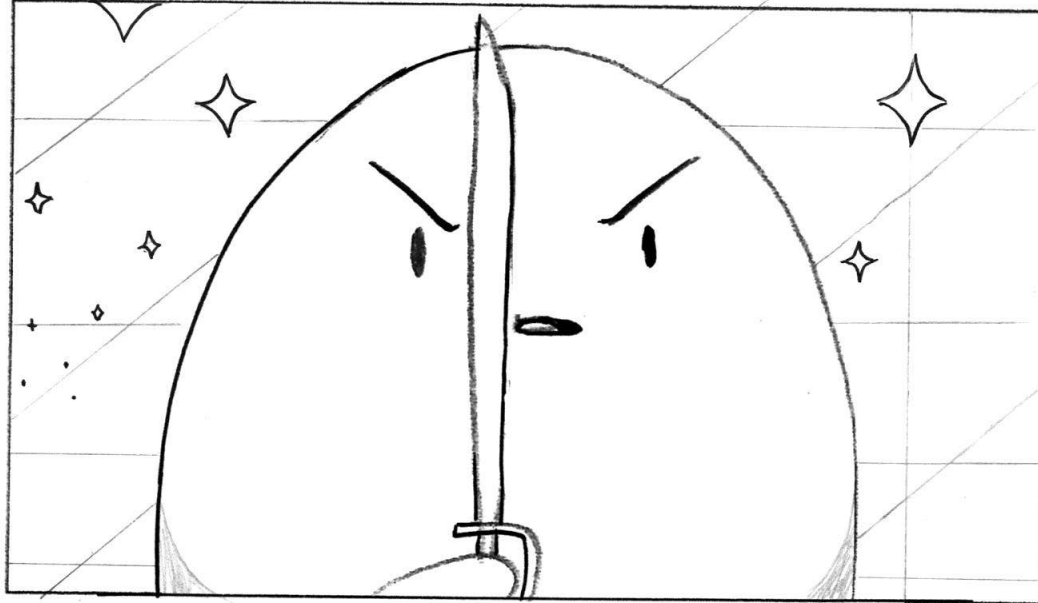
Page 247

Sc. 127

Pnl. A

Bg.

day night

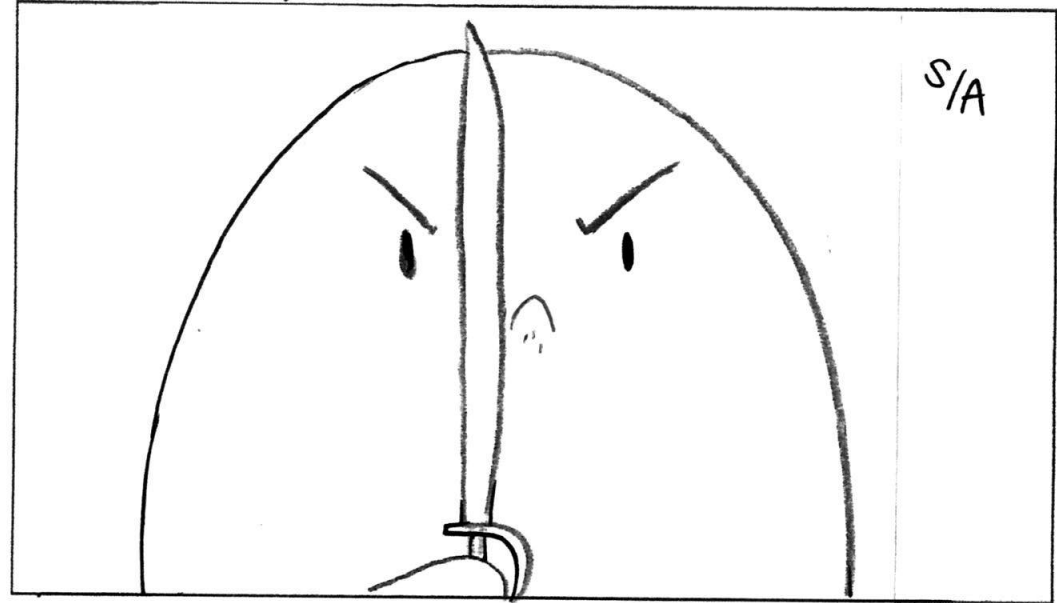


Sc. 127 *CONT*

Pnl. B

Bg.

day night



Dialog:

K: I'M GONNA FIGHT YOU WITH IT

Action:

Timing:

FEB 10 2014

Production :

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1025/172

He Cut

He Cut

ADVENTURE TIME



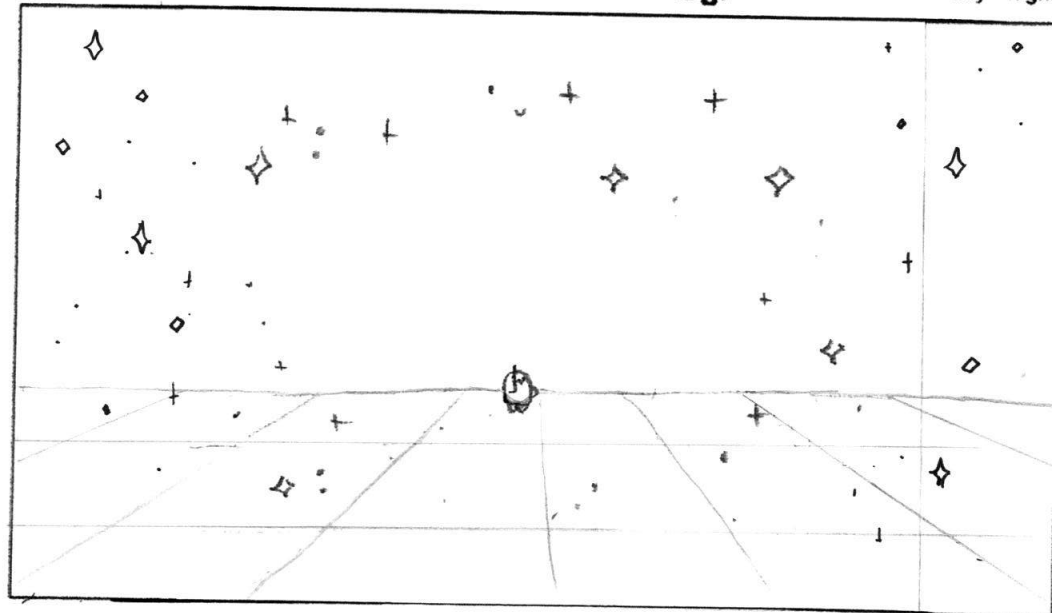
Page 248

Sc. 128

Pnl. A

Bg.

day night

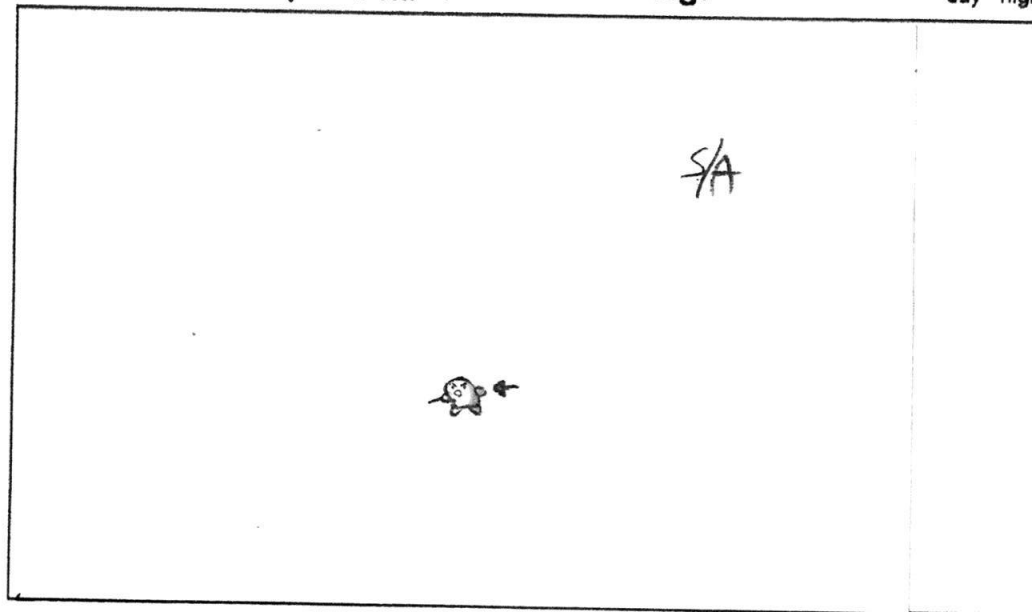


Sc. 128 *CONT*

Pnl. B

Bg.

day night



Dialog:

K: AAAH!

Action:

- K. RUNS FORWARD.

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Timing:

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ADVENTURE TIME



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Sc. 128 *CONT* Pnl. C

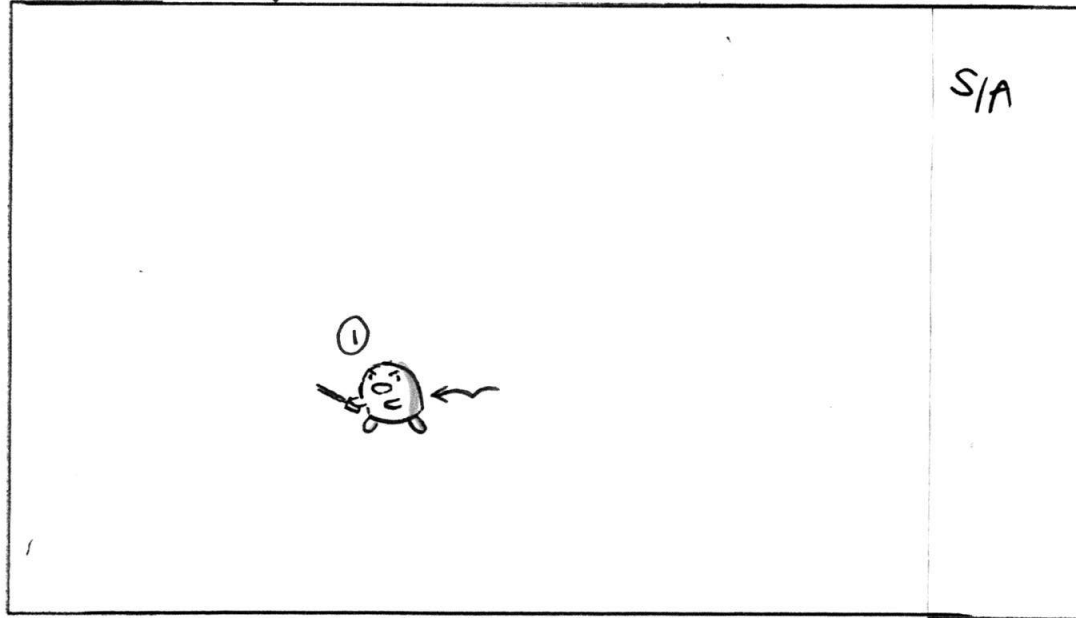
Bg.

day night

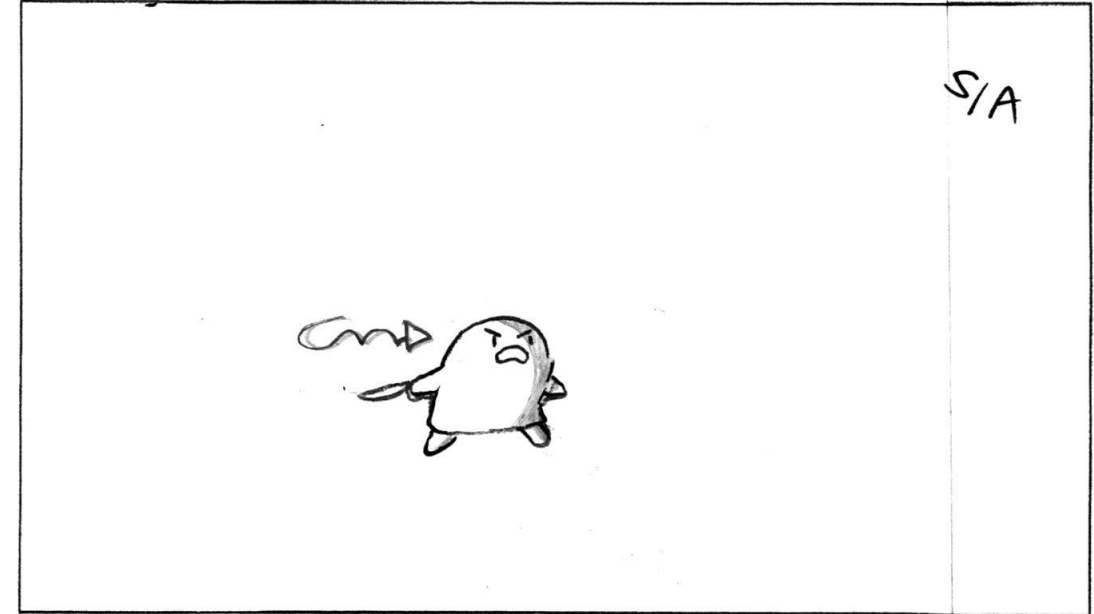
Sc. 128 *CONT* Pnl. D

Bg.

day night



S/A



S/A

Dialog:

K/ Ahhhh!

Action:

-K RUNS INTO FOREGROUND.

Timing:



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Cut

Sc. 128 cont Pnl. E

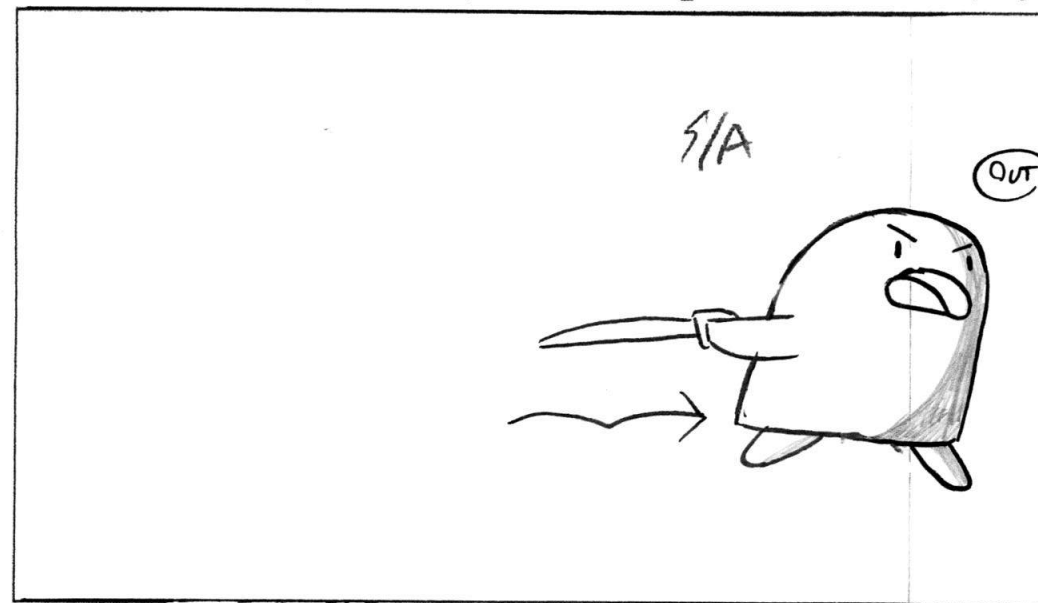
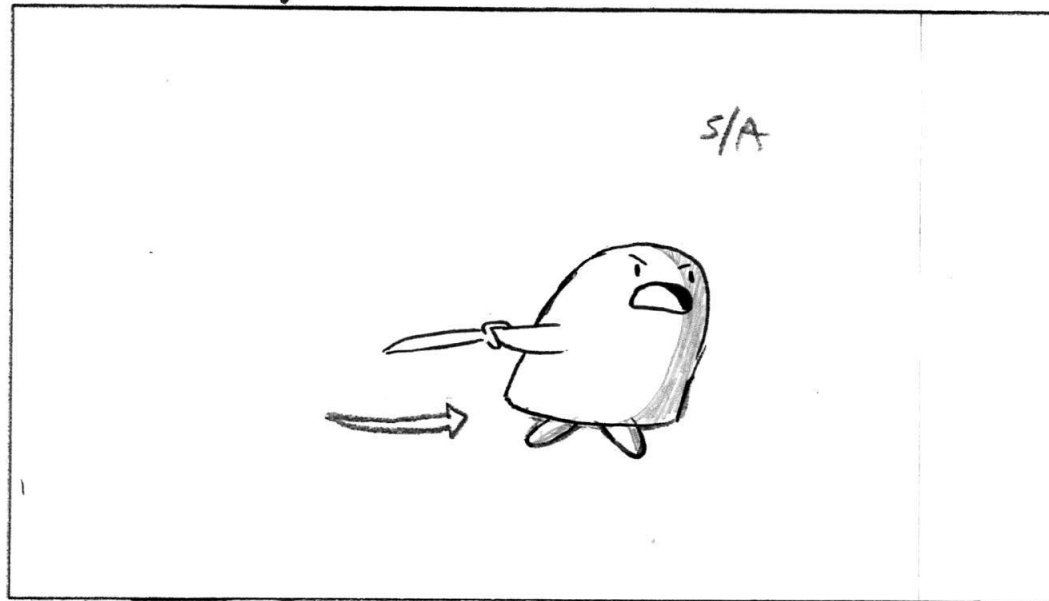
Bg.

day night

Sc. 128 cont Pnl. F

Bg.

day night



Dialog:

K: aaaaa hheeee

Action:

- K. RUNS OFF/S

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Timing:

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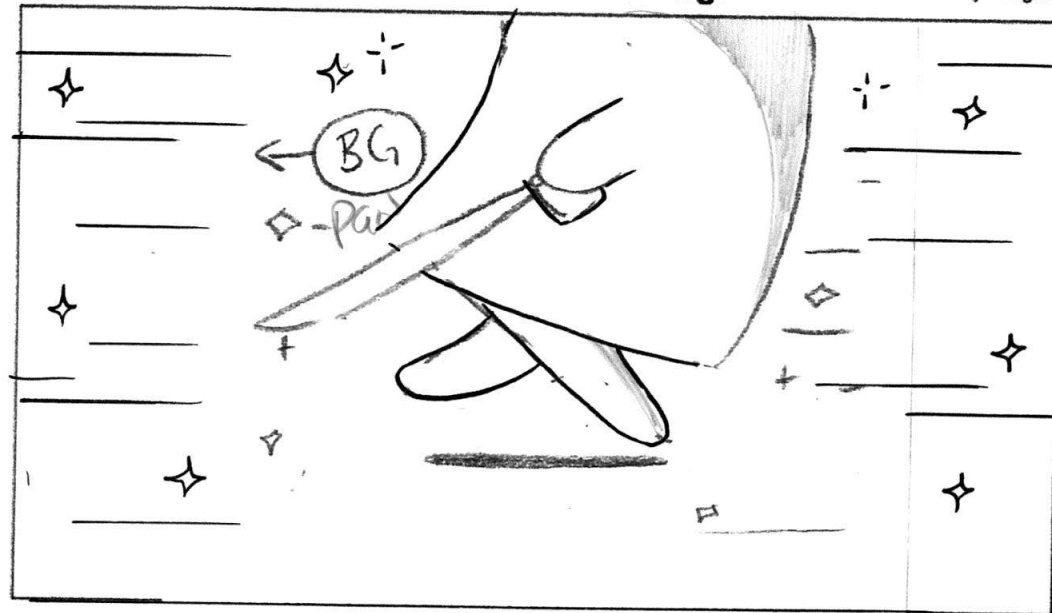
Page 251

Sc. 129

Pnl. A

Bg.

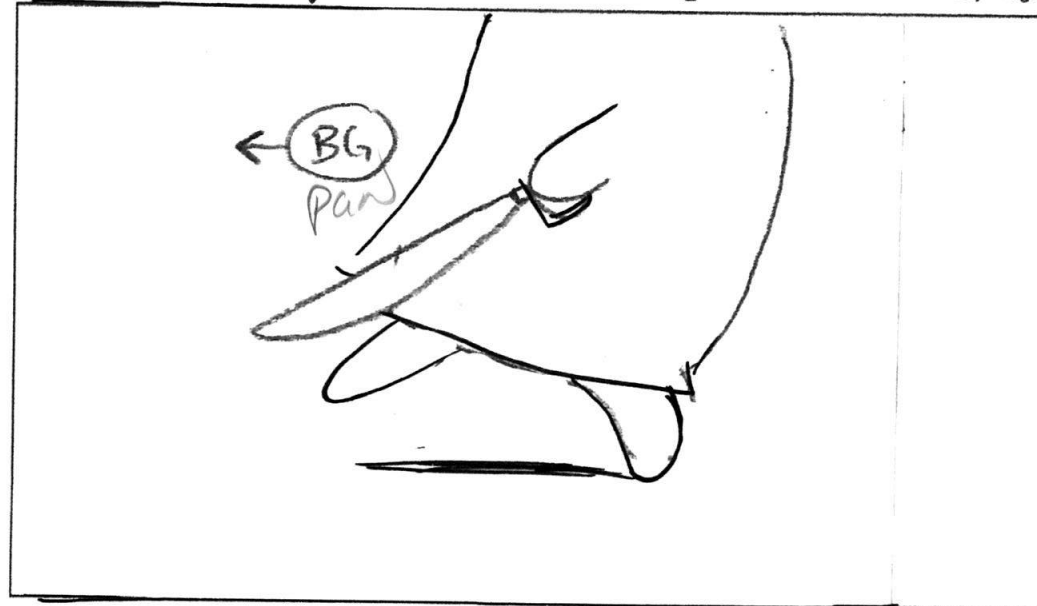
day night



Sc. 129 *cont* Pnl. B

Bg.

day night



Dialog:

K: aaaa hheeee

Action:

- STARS STREAK BY IN BG.

Timing:

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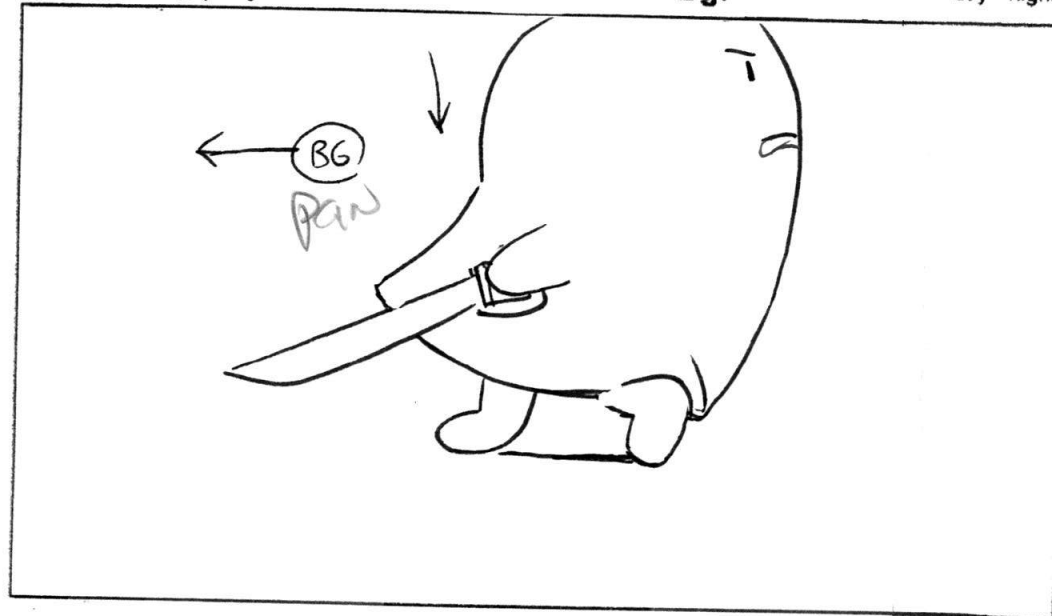
Page 252

Sc. 129 *CONT*

Pnl. C

Bg.

day night

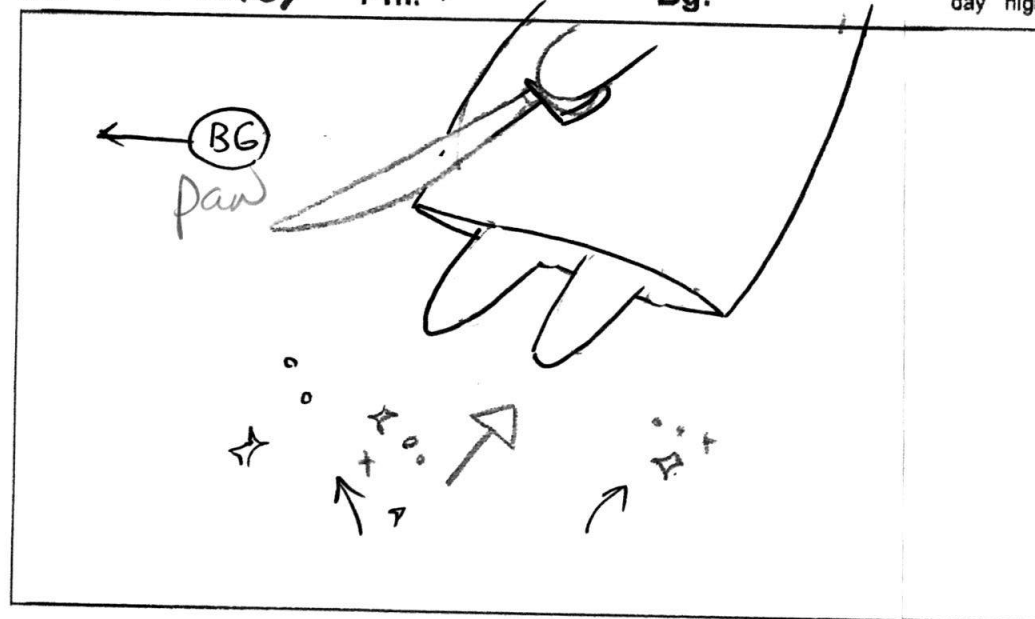


Sc. 129 *CONT*

Pnl. D

Bg.

day night



Dialog:

K: aaaaa hheeee

SFX: *CHFF!* *

Action:

-KICKS UP STARDUST

Timing:

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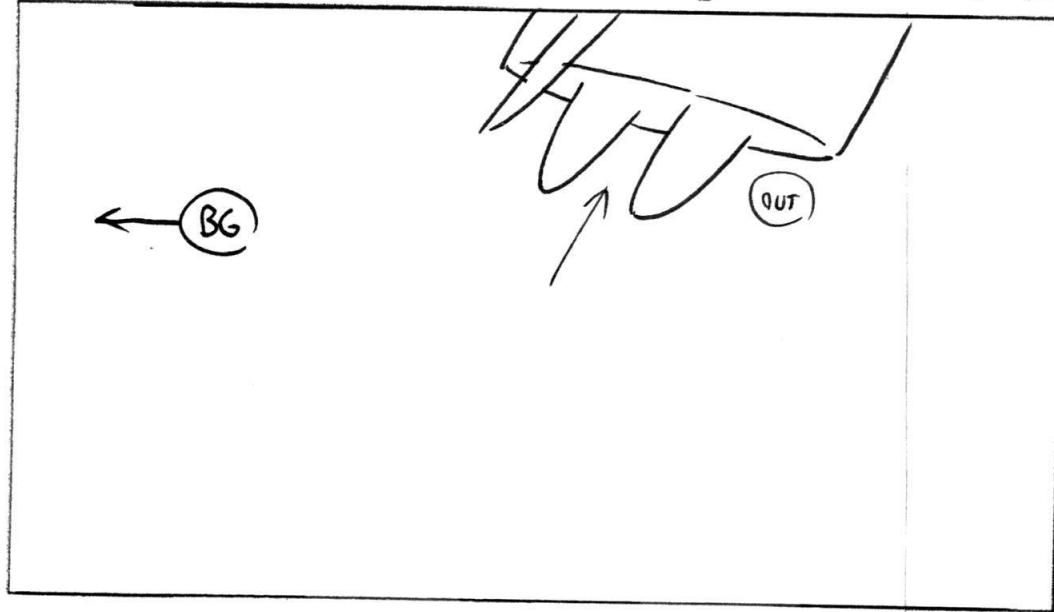
Cut

Page 253

Sc. 129 *CONT* Pnl. E

Bg.

day night

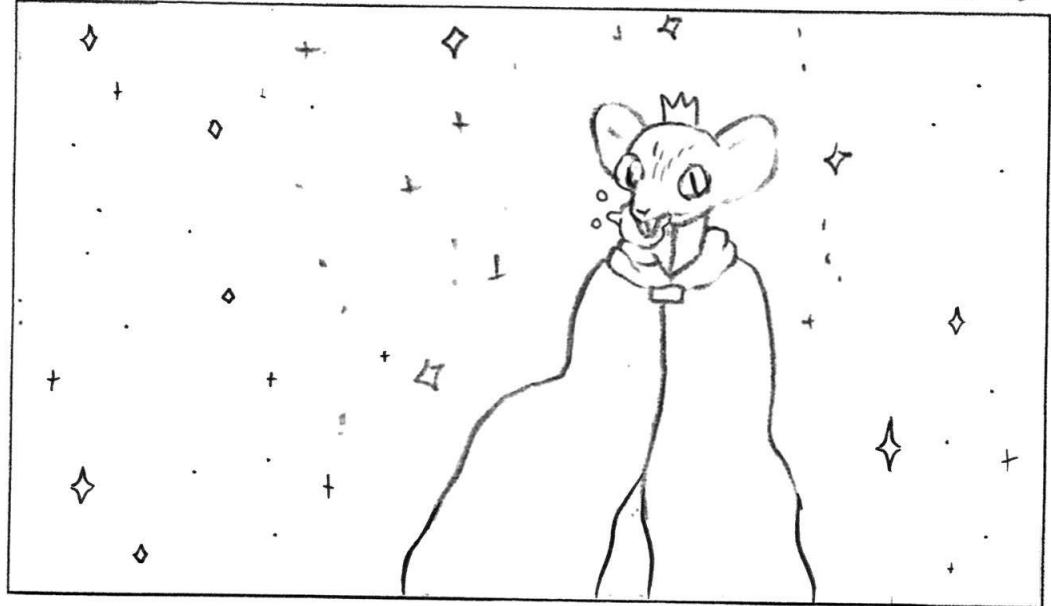


Sc. 130

Pnl. A

Bg.

day night



Dialog:

K: aaaaa h h

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

1025/172

Production :

1025/172

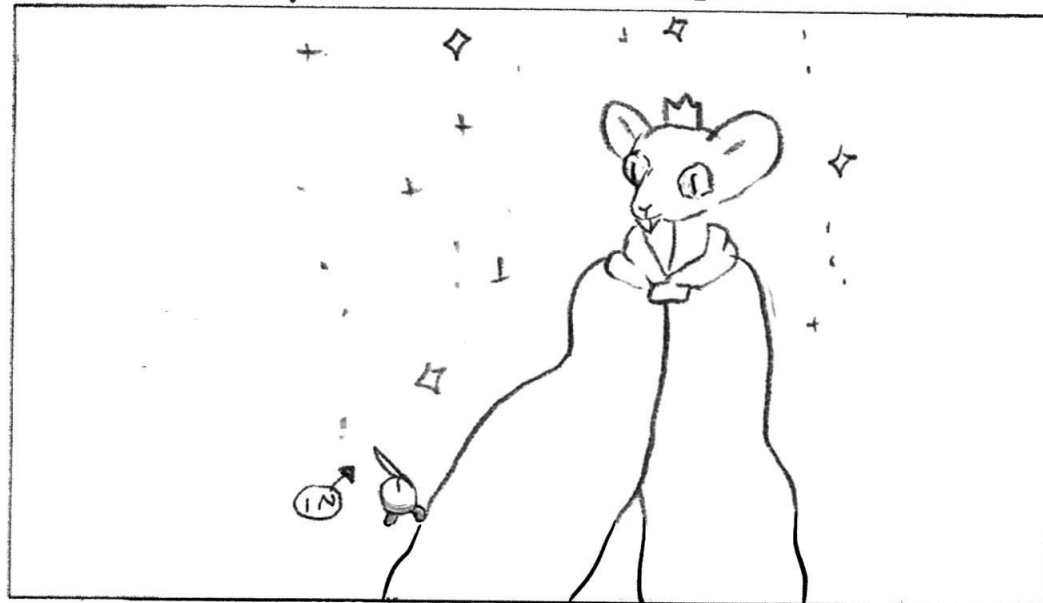
ADVENTURE TIME



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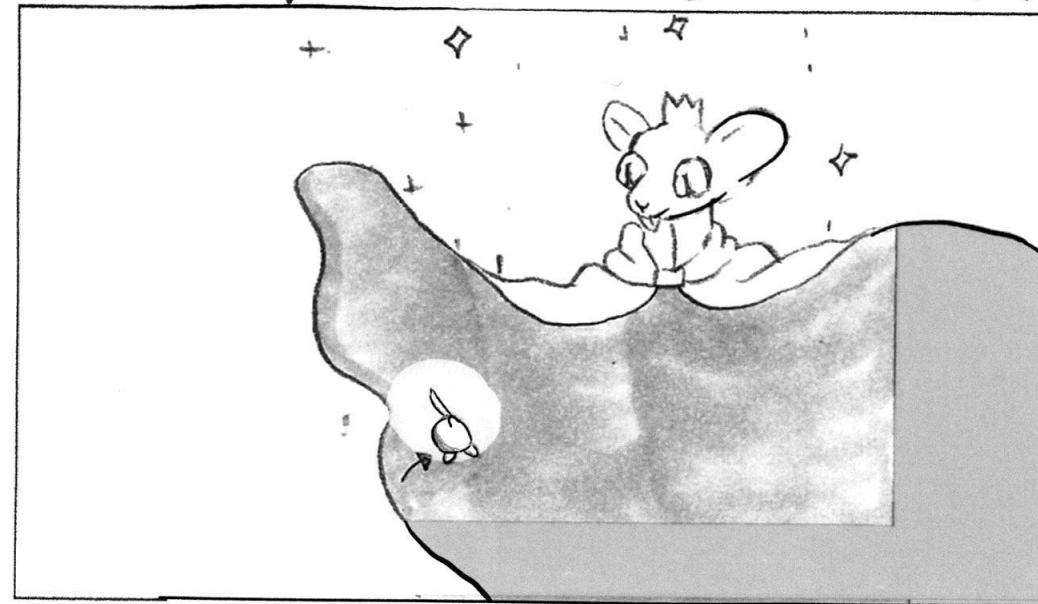
Sc. 130 CONT Pnl. B Bg.

day night



Sc. 130 CONT Pnl. C Bg.

day night



Dialog:

K: aaaaaa h h

Action:

- KENT FLIES ON/S

- RK CLOAK FLIES OPEN

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



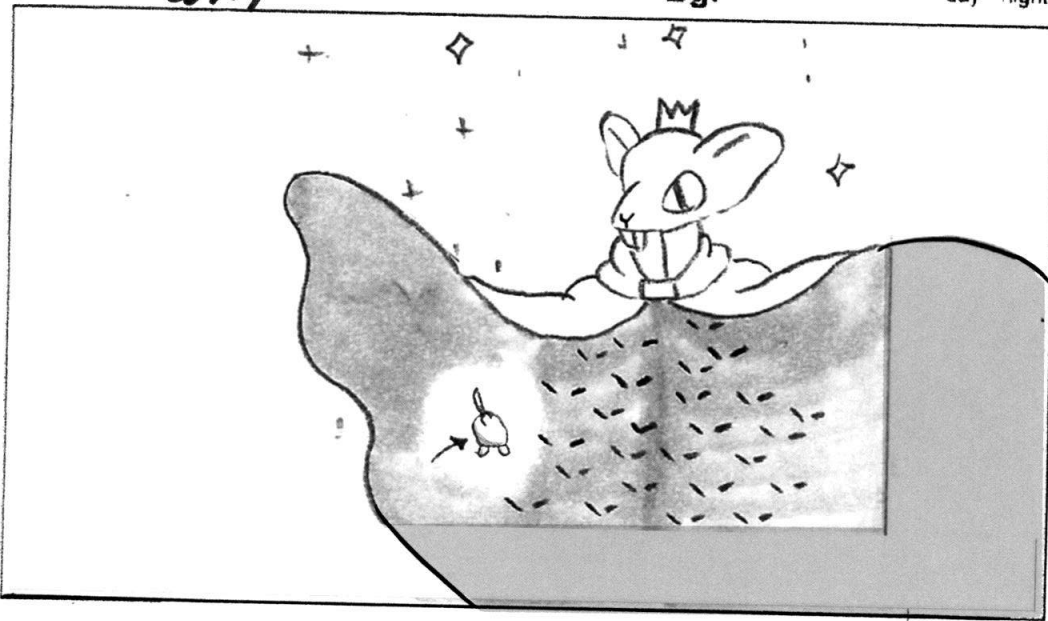
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Sc. 130 **CONT**

Pnl. D

Bg.

day night

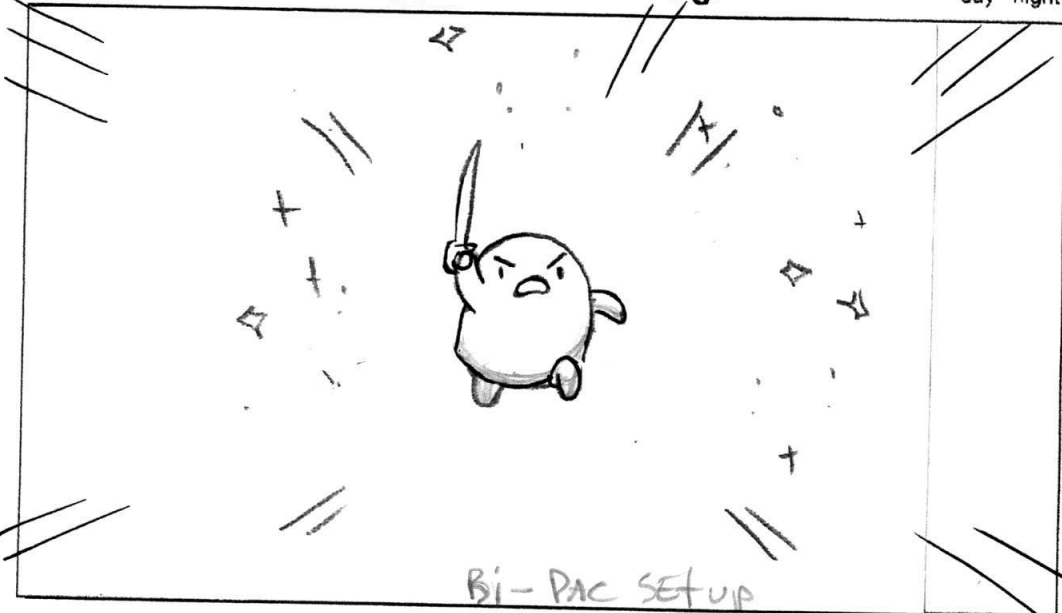


Sc. 131

Pnl. A

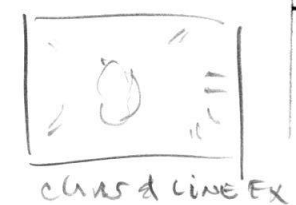
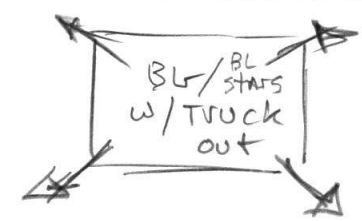
Bg.

day night



Dialog:

K: aaaaa hh



Action:

- EYES APPEAR INSIDE CAPE.

- KENT JUMPING TOWARDS CAMERA

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



Cut

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Sc. 131 *cont*

Pnl. B

Bg.

day night

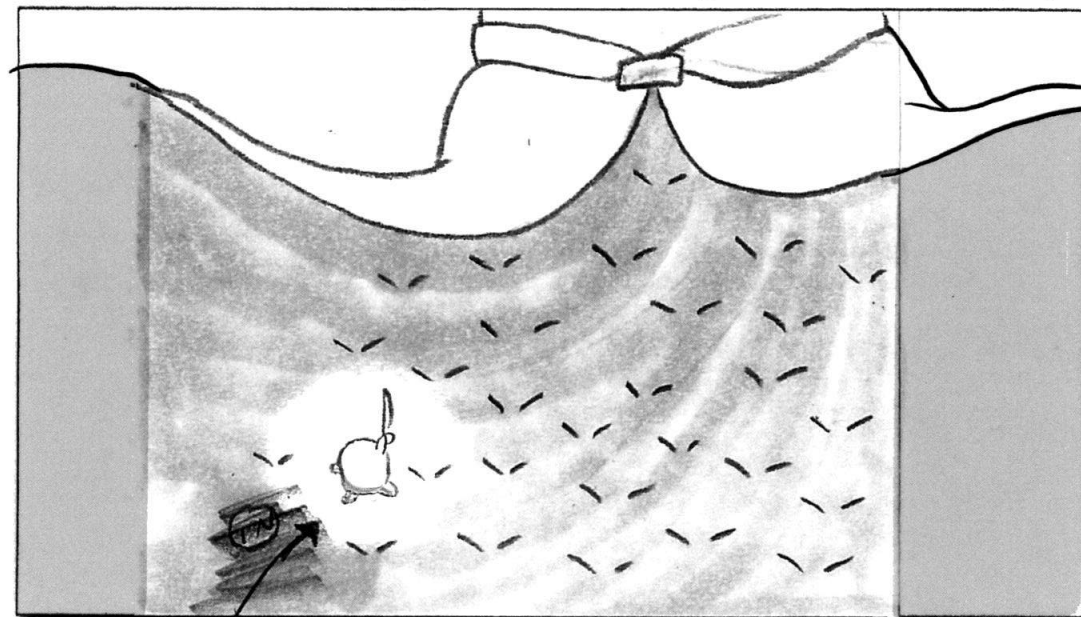


Sc. 132

Pnl. A

Bg.

day night



Dialog:

K: aaaaahheeee

Action:

- K GAINS ON CAM. AS HE FLIES FORWARD.

- eeeeeeeeeeee

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172
1025/172

1025/172

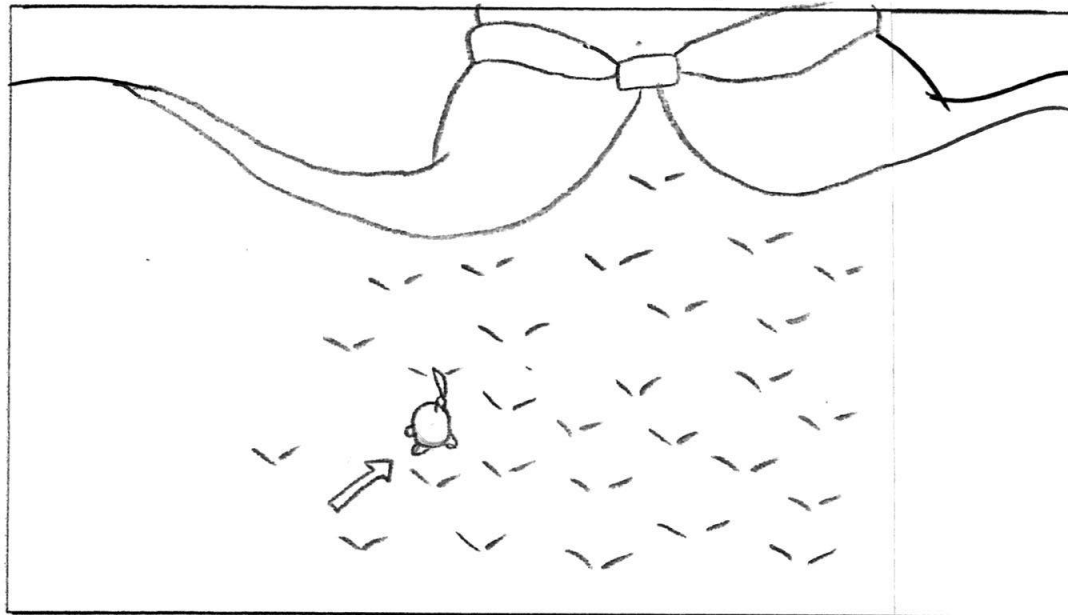
ADVENTURE TIME



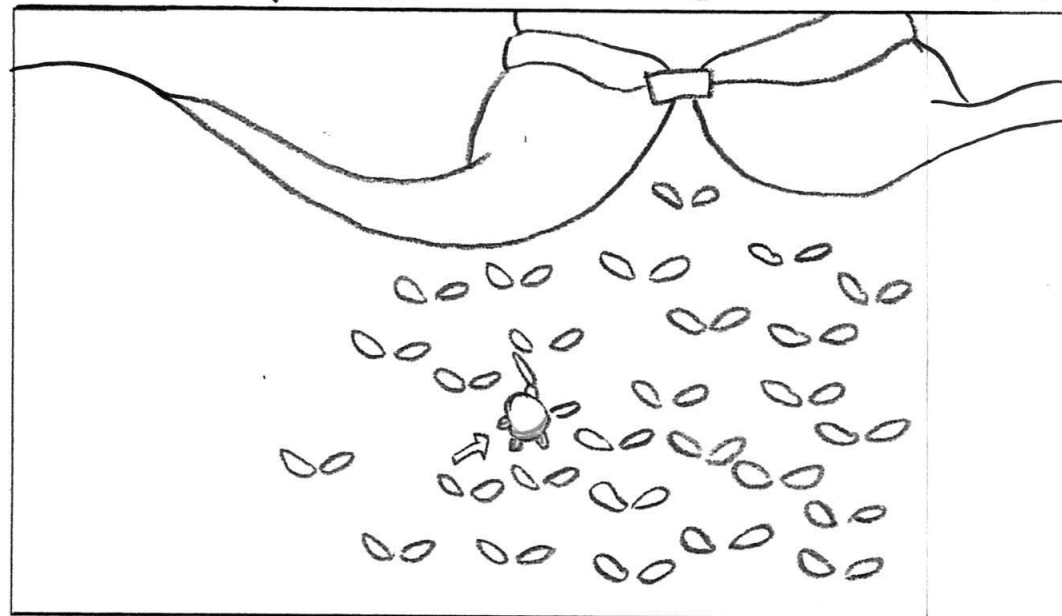
Page 257

FW
Cut

Sc. 132 *cont* Pnl. B Bg. day night



Sc. 132 *cont* Pnl. C Bg. day night



Dialog:

K: eeeeeeeeeee ee

Action:

-SFX RAT SCURRYING

-EYES OPEN

FEB 10 2014

Timing:

Production:

1025/172

1025/172

EPISODE # 1025-172

1025/172

ADVENTURE TIME



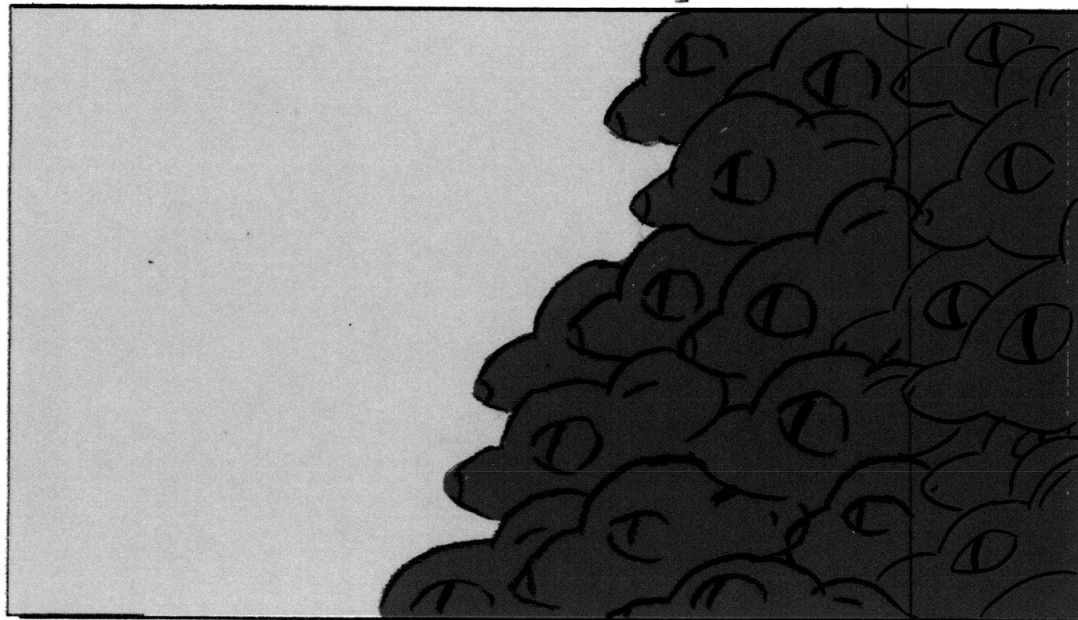
Page 258

Sc. 133

Pnl. A

Bg.

day night

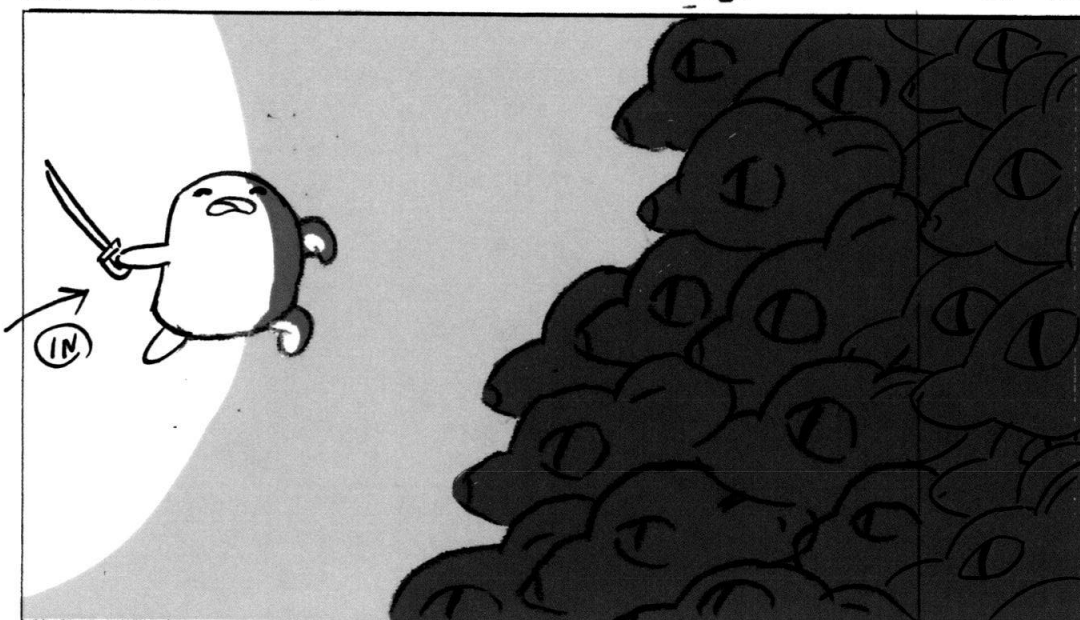


Sc. 133 cont

Pnl. B

Bg.

day night



Dialog:

K: eeeeeeeeeee

Action:

- WALL OF RATS

- K. TRIES TO TURN AWAY

FEB 10 2014

Timing:

1025/172
EPISODE # 1025-172

Production :

1025/17.2

ADVENTURE TIME



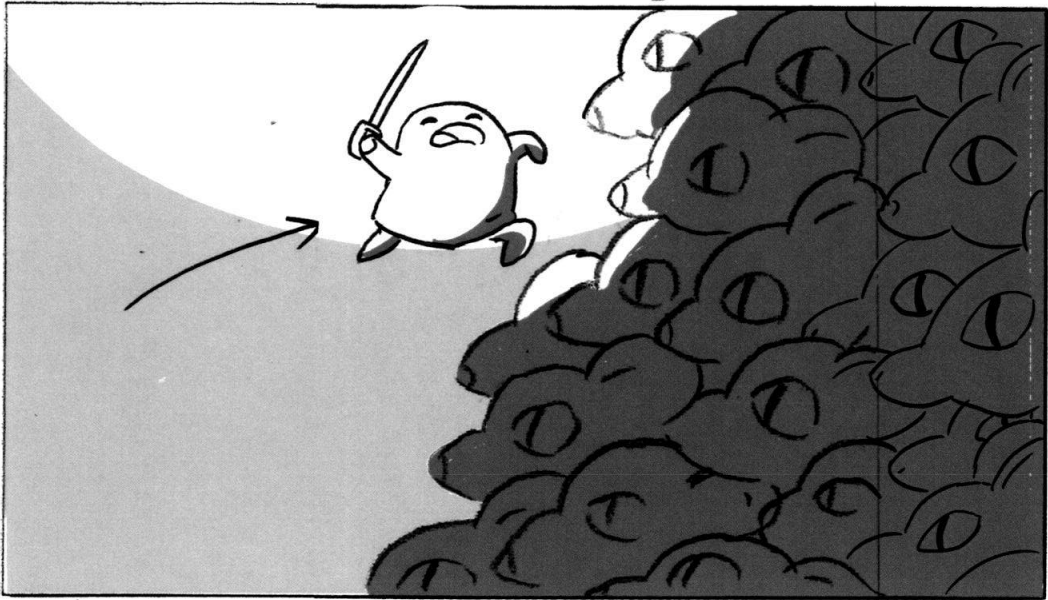
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Sc. 133 *cont*

Pnl. C

Bg.

day night



Sc. 133 *cont*

Pnl. D

Bg.

day night



Dialog:

K: - eeeeeee ewww --

Action:

- K. SINKS INTO WALL OF HEADS

FEB 10 2014

Timing:

EPISODE #

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Page 260

Sc. 133 *CONT* Pnl. E

Bg.

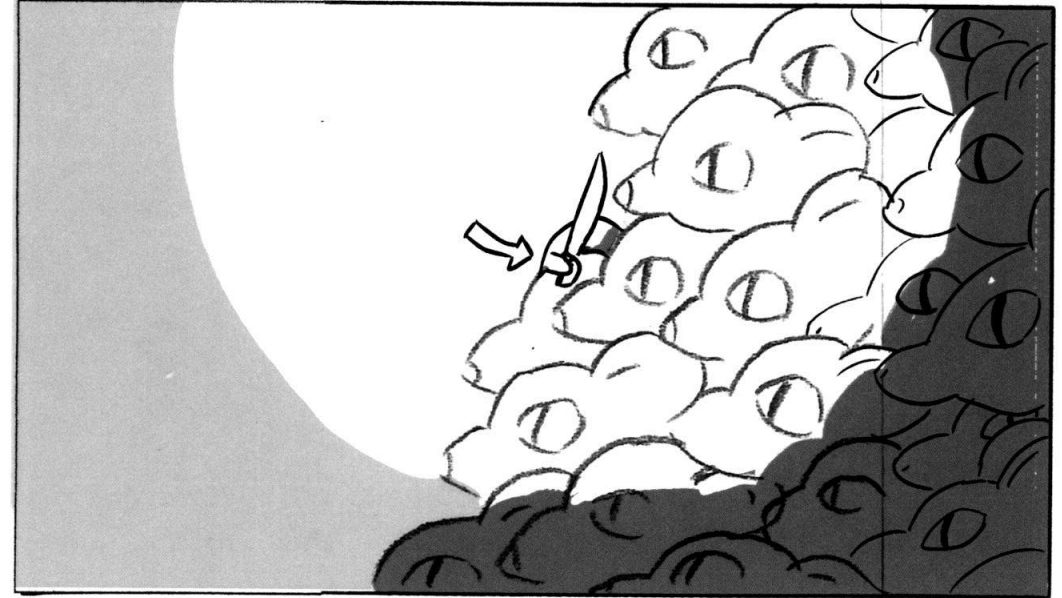
day night



Sc. 133 *CONT* Pnl. F

Bg.

day night



Dialog:

K: a r r r r r r --

K: - g g h h h --

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

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ADVENTURE TIME



Page 261

Sc. 133 *cont*

Pnl. G

Bg.

day night



Sc. 134

Pnl. A

Bg.

day night



Dialog:

K: - U U U U U

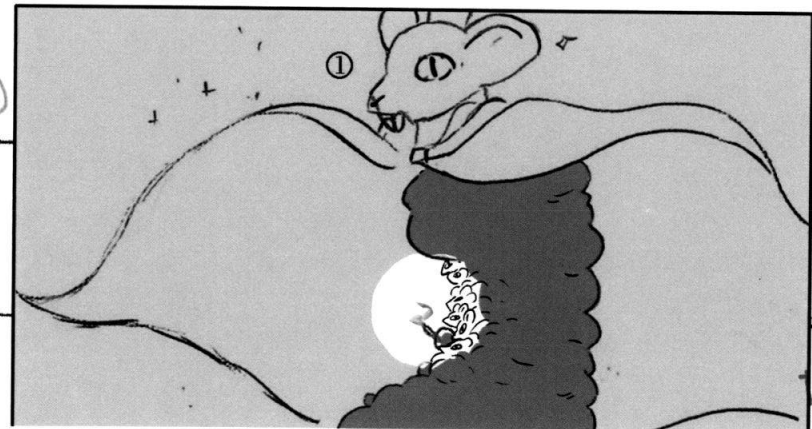
Action:

- KENT PUSHES RATS TO THE SIDE WITH SWORD -

Timing:

(AI)

FEB 10 2014



EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME

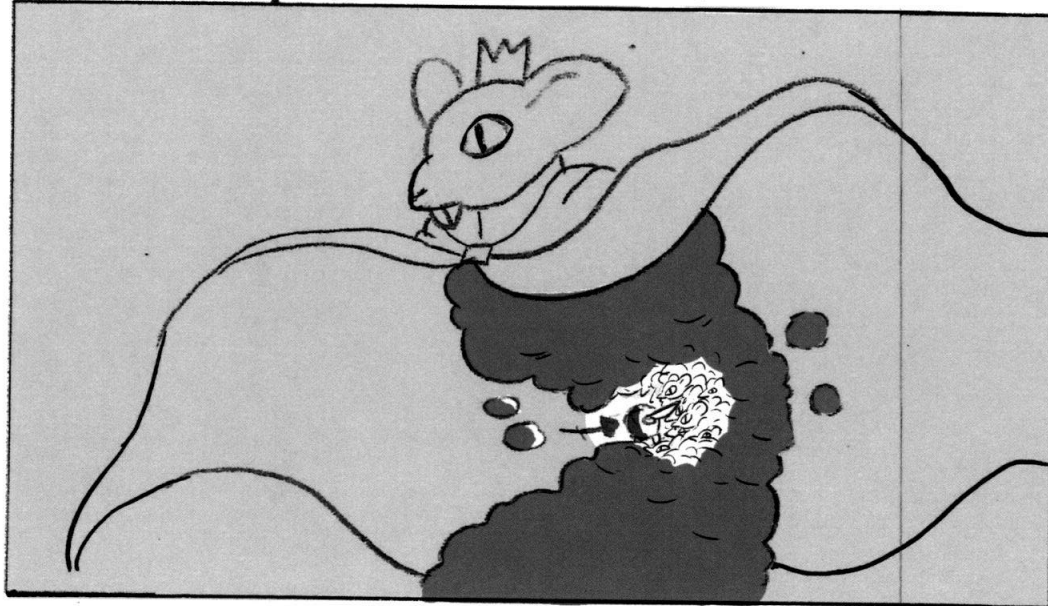


Page 262

Sc. 134 *cont* Pnl. B

Bg.

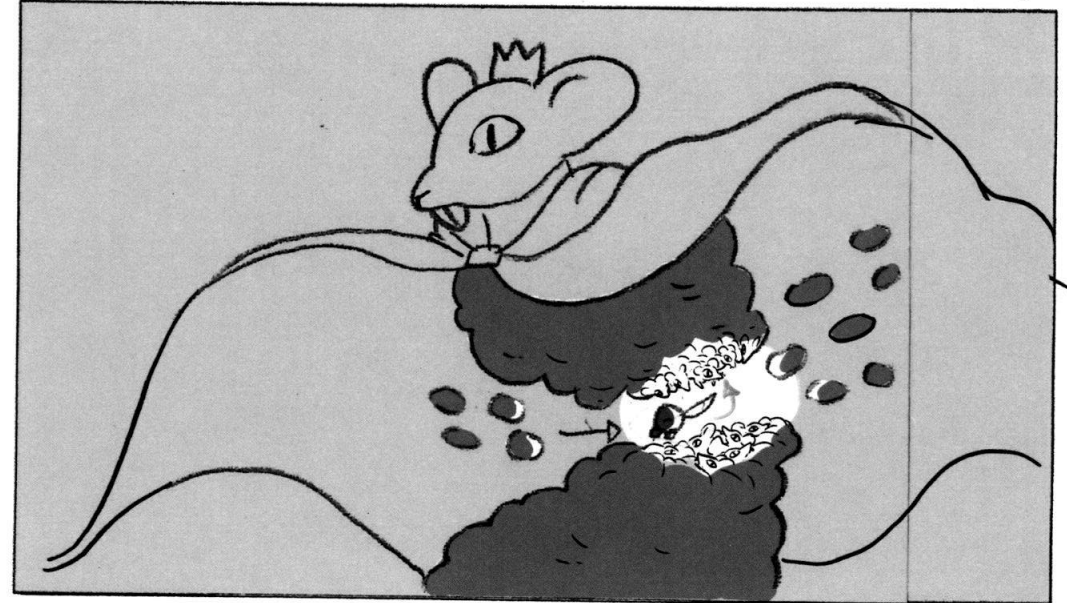
day night



Sc. 134 *cont* Pnl. C

Bg.

day night



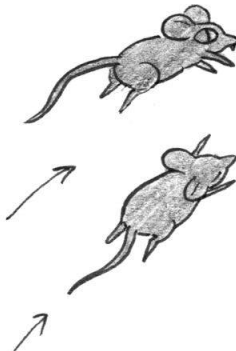
Dialog:

Action:

Timing:

DETAIL

REFERENCE FOR RATS
FLYING OFF



FEB 10 2014

- K. PUSHES ALL THE WAY THROUGH HEADS.



EPISODE # 1025-172

Production :

1025/172

1025/172

Ho Cut

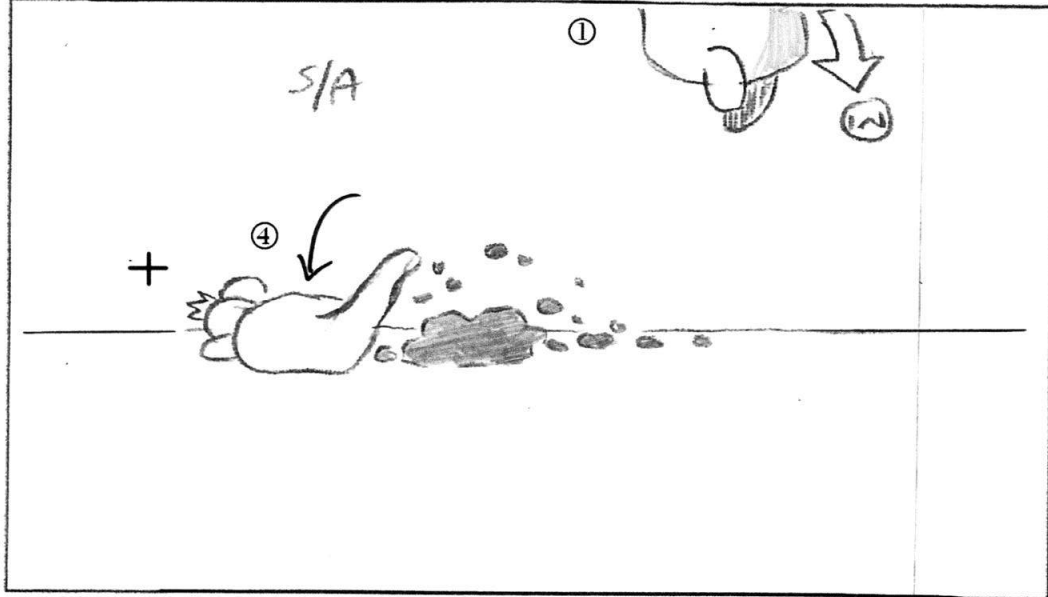
1025/172

140
Curt

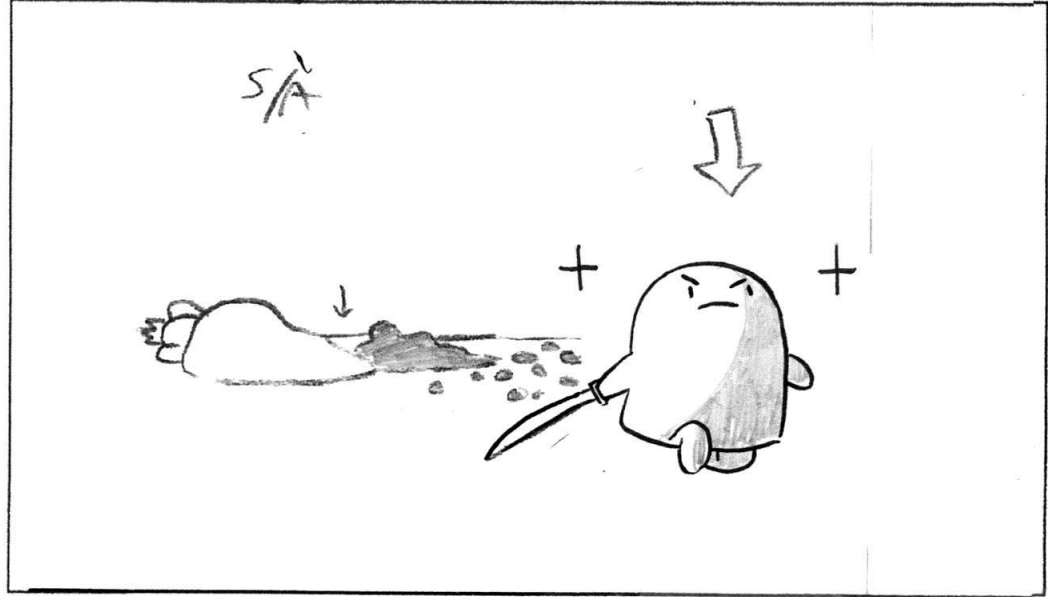
ADVENTURE TIME



Sc. 135 Pnl. A Bg. day night



Sc. 135 *CONT* Pnl. B Bg. day night



Dialog:

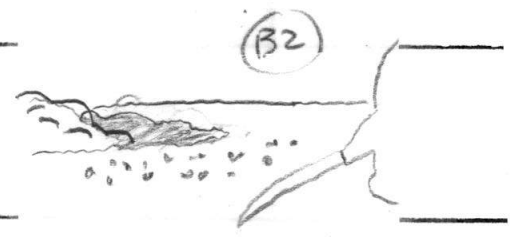
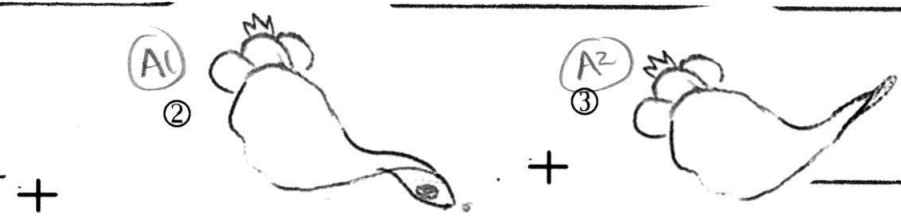
SFX: *THOOM!* *

Action:

- RAT KING COLLAPSES

- KENT LANDS IN FOREGROUND

Timing:



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ADVENTURE TIME

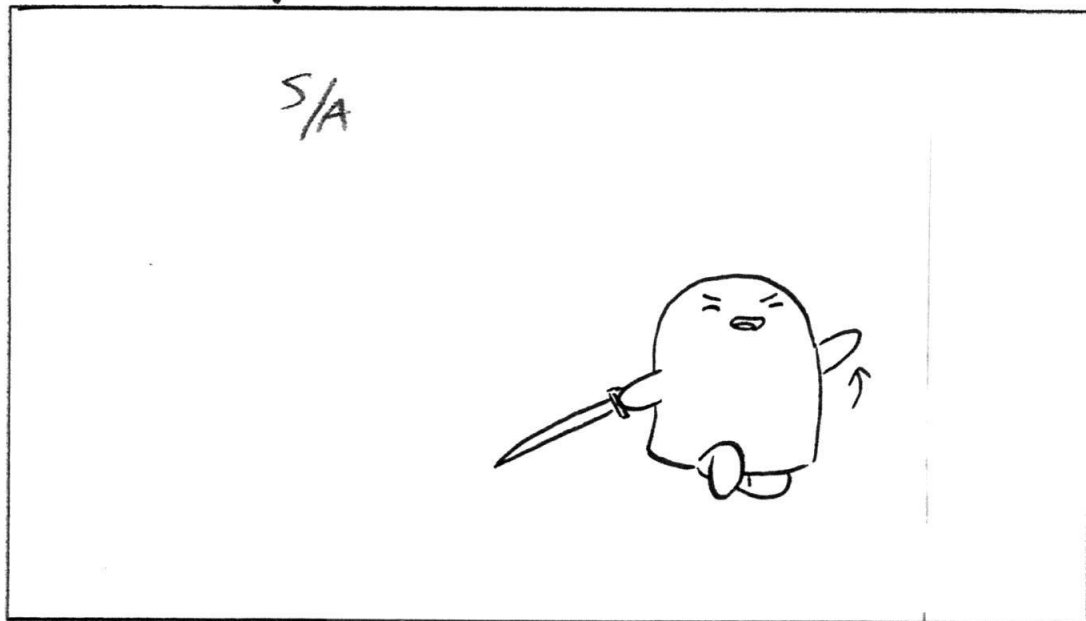


Page 264

Sc. 135 *cont* Pnl. C

Bg.

day night



Sc. 136

Pnl. A

Bg.

day night



Dialog:

K/ Yes.

Action:

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Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

ADVENTURE TIME

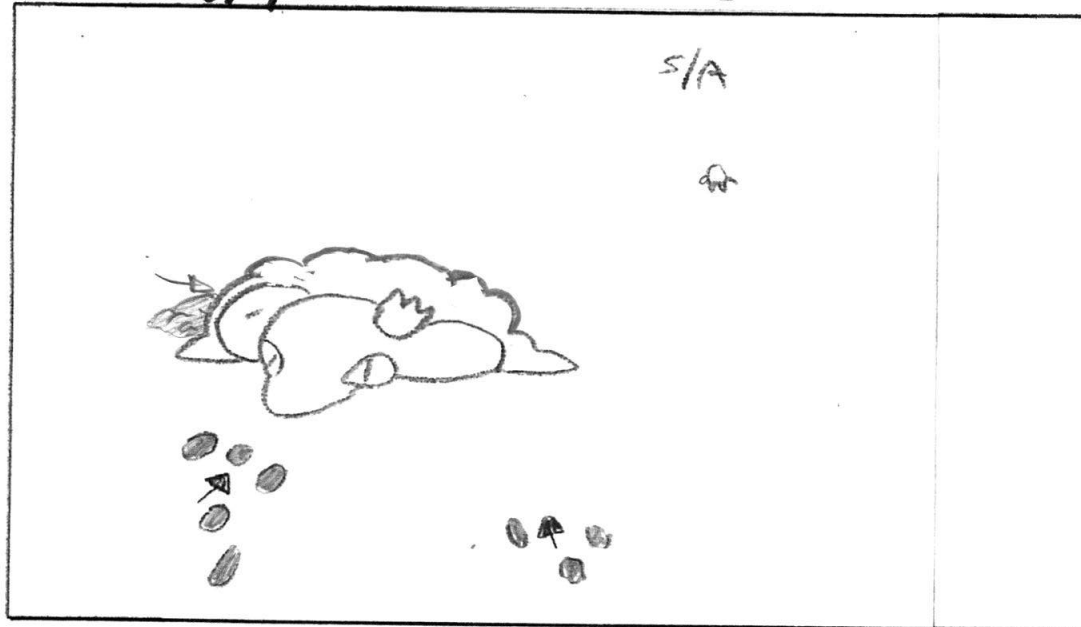


Page 265

Sc. 136 *CONT* Pnl. B

Bg.

day night



Sc. 136 *CONT* Pnl. C

Bg.

day night



Dialog:

RK: WHO ARE --

Action:

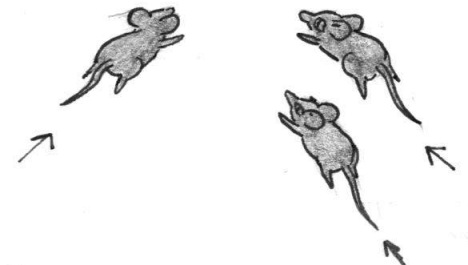
- RATS MOVE TOWARDS RK

Timing:

DETAIL:

REFERENCE FOR
RATS RUNNING

RK: YOU FIGHTING -



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Pro

1025/172

EPISODE # 1025-172

1025/172

1025/172

ADVENTURE TIME



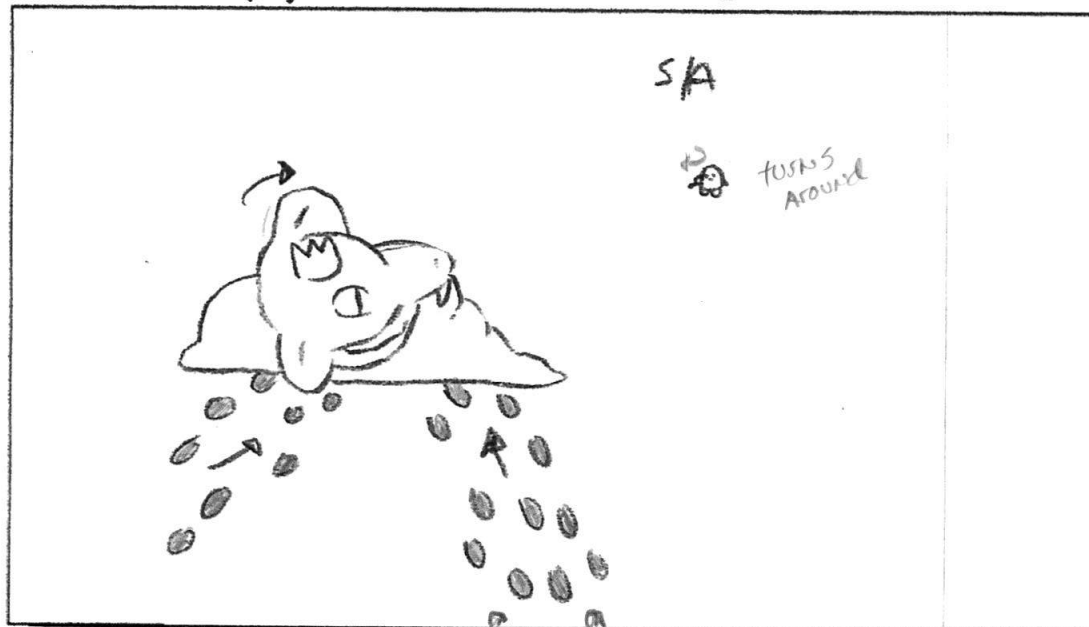
Page 268

HO
cut

Sc. 136 CONT Pnl. D

Bg.

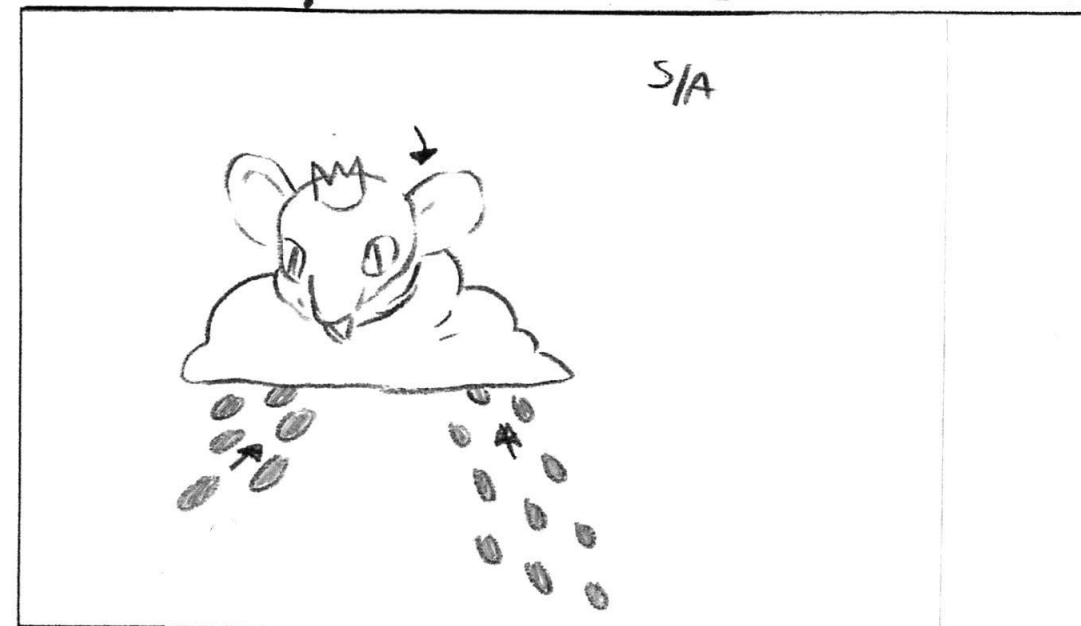
day night



Sc. 136 CONT Pnl. E

Bg.

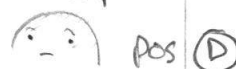
day night



EPISODE # 1025-172
1025/172

Dialog:

DETAIL
EXPRESSION



RK: ME FOR?

RK: - YOUR BROTHER?

Action:

- RK STARTS RISING/FILLING
- K. TURNS AROUND.

FEB 10 2014

Timing:

Production :

1025/172

1025/172

ADVENTURE TIME



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Sc. 137

Pnl. A

Bg.

day night

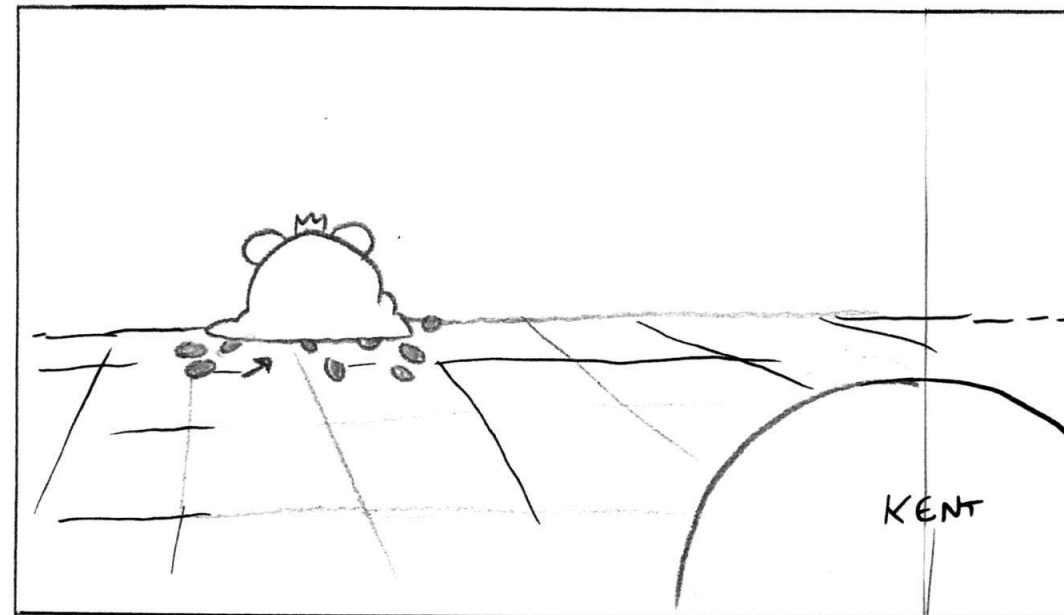


Sc. 138

Pnl. A

Bg.

day night



Dialog:

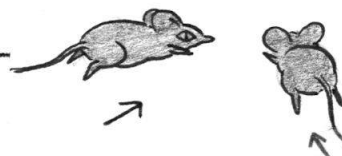
K: WHAT?

RK: INSTEAD, WHY DON'T YOU
JOIN ME...

Action:

DETAIL: REF. FOR RUNNING
RATS

Timing:



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Production :

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1025/172

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ADVENTURE TIME



Ho Cut

Page 268

Sc. 138 *cont* Pnl. B

Bg.

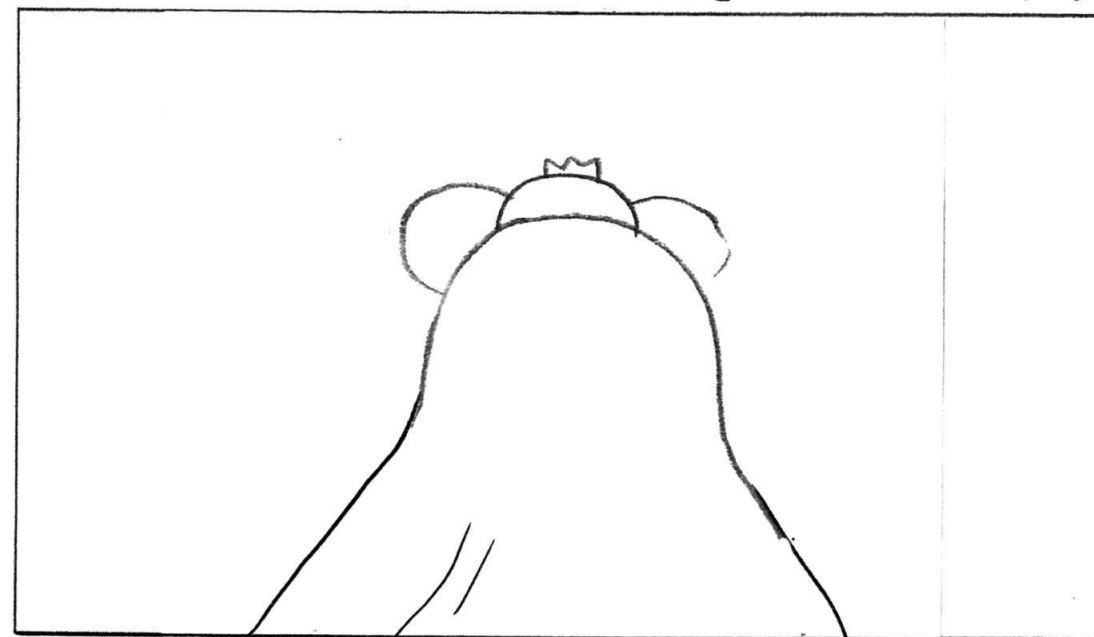
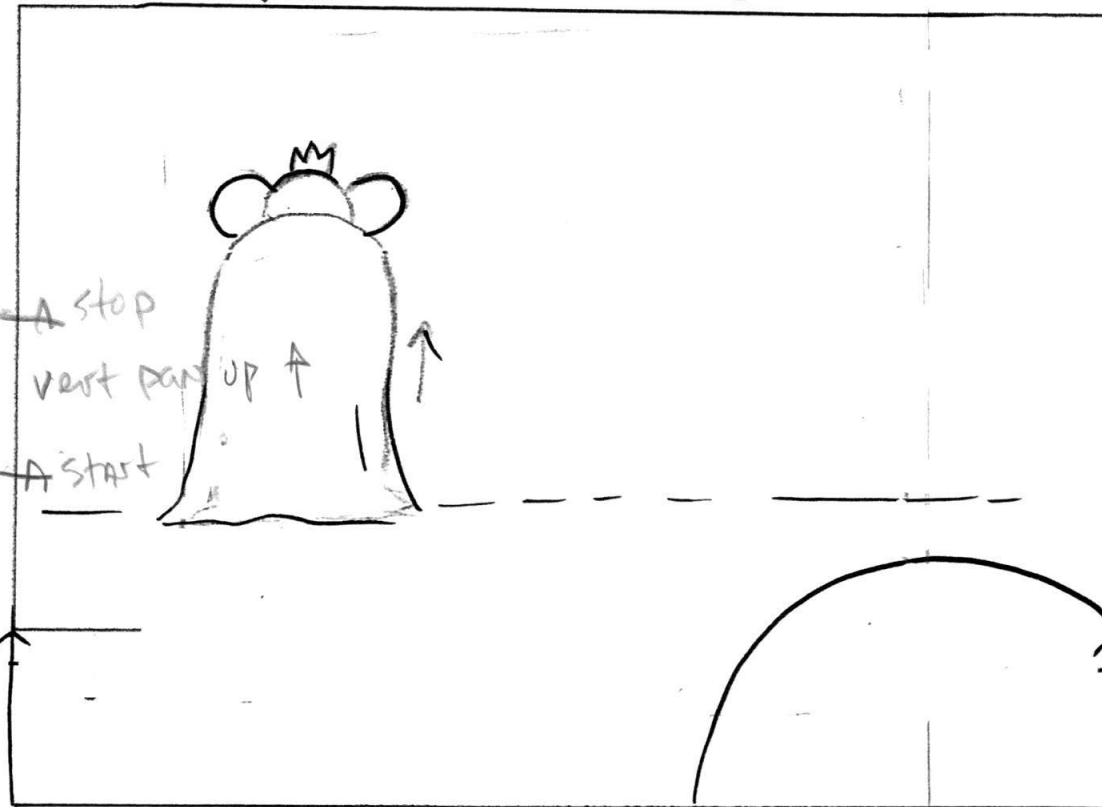
day night

Sc. 139

Pnl. A

Bg.

day night



↑
(ADJ)

Action: *vert pan w/-*
-RK RISES

FEB 10 2014

Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



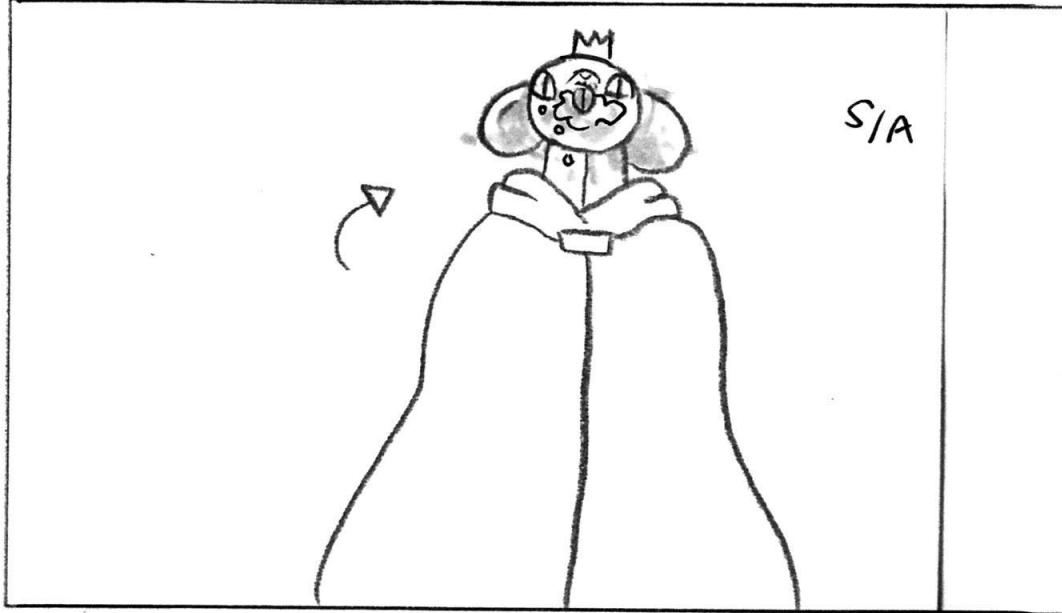
Page 269

Sc. 139 *CONT*

Pnl. B

Bg.

day night



Sc. 140

Pnl. A

Bg.

day night



Dialog:

RK: I OFFER YOU COSMIC POWER-

RK: YOU'LL BE A KING AND LIVE
THE REST OF YOUR DAYS
AS A GOD...

Action: - RK TURNS.

- TEETH GLOWING

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

Cut

ADVENTURE TIME



Ho
Cut

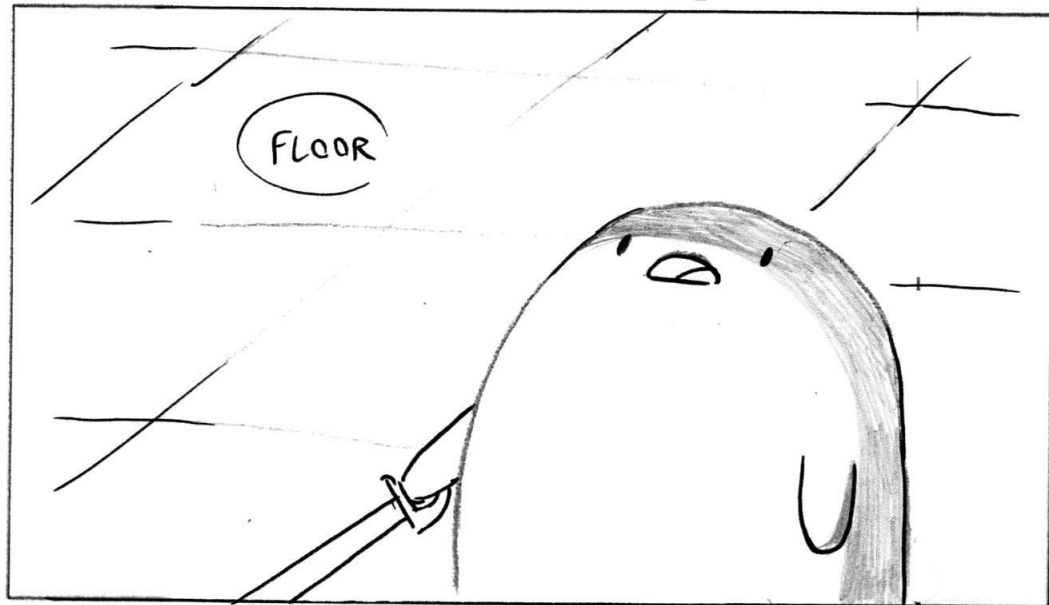
Page 270

Sc. 141

Pnl. A

Bg.

day night

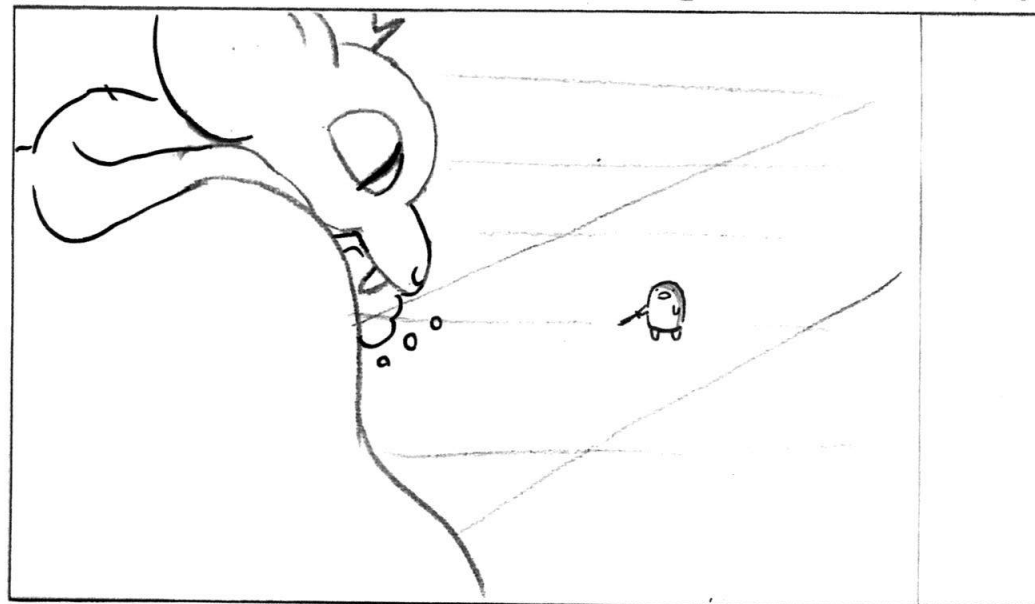


Sc. 142

Pnl. A

Bg.

day night



Dialog:

K: WHY ARE YOU SAYING THAT?

K: YOU'RE MESSIN' UP THE TREE -

Action:

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

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ADVENTURE TIME



Ho
Cut

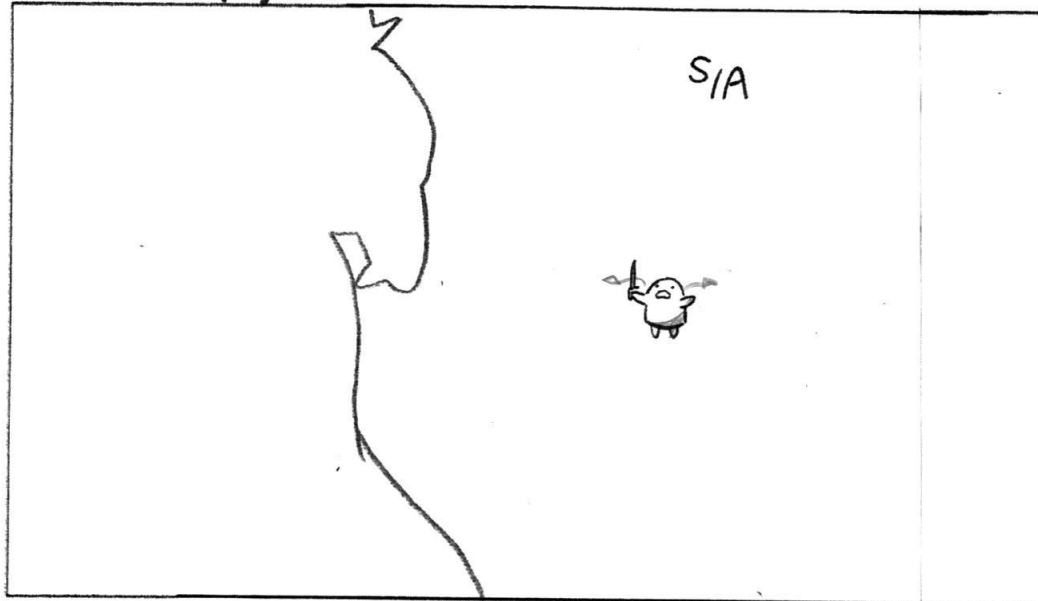
Page 271

Sc. 142 *cont*

Pnl. B

Bg.

day night

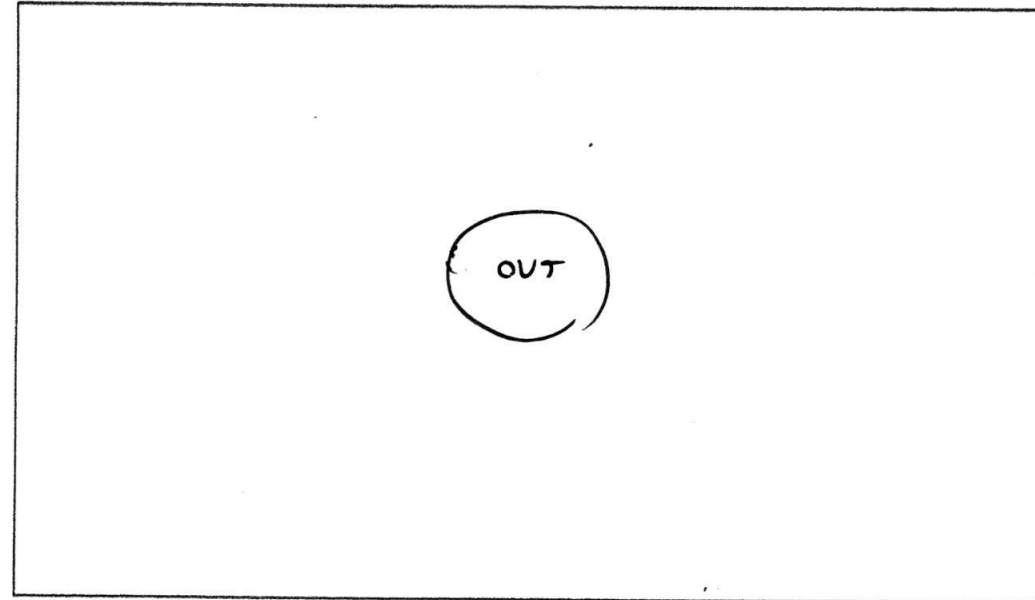


Sc.

Pnl.

Bg.

day night



Dialog:



K: AND I TOTALLY LIVE HERE!

Action:

Timing:

FEB 10 2014

EPISODE # 1025-172

Production :

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ADVENTURE TIME



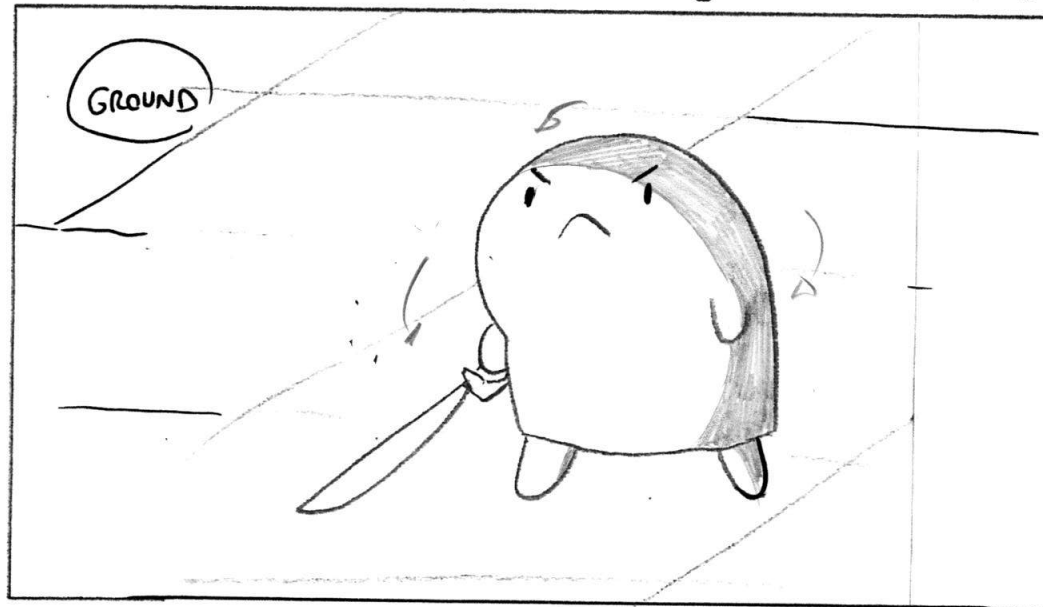
Page 272

Sc. 143

Pnl. A

Bg.

day night

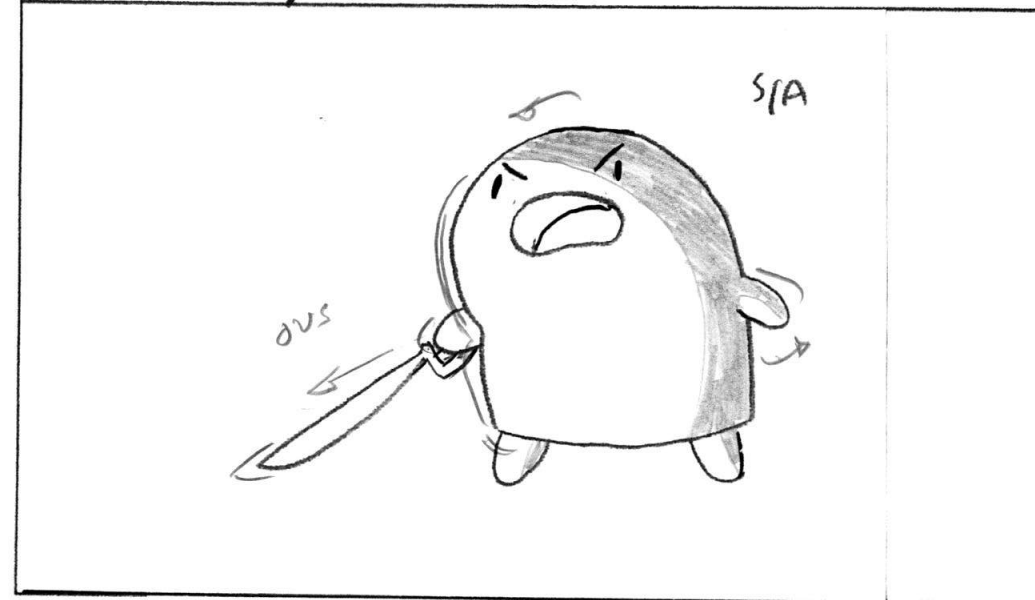


Sc. 143 *CONT*

Pnl. B

Bg.

day night



Dialog:

...

K: YOU'RE A BAD GUY!

Action:

Timing:



FEB 10 2014

Production :

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ADVENTURE TIME



Page 273

Sc. 144

Pnl. A

Bg.

day night



Sc. 144 *cont* Pnl. B

Bg.

day night



Dialog:

RK/ Hahahaha... Yeah...

Action:

Timing:

FEB 10 2014

Production :

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ADVENTURE TIME



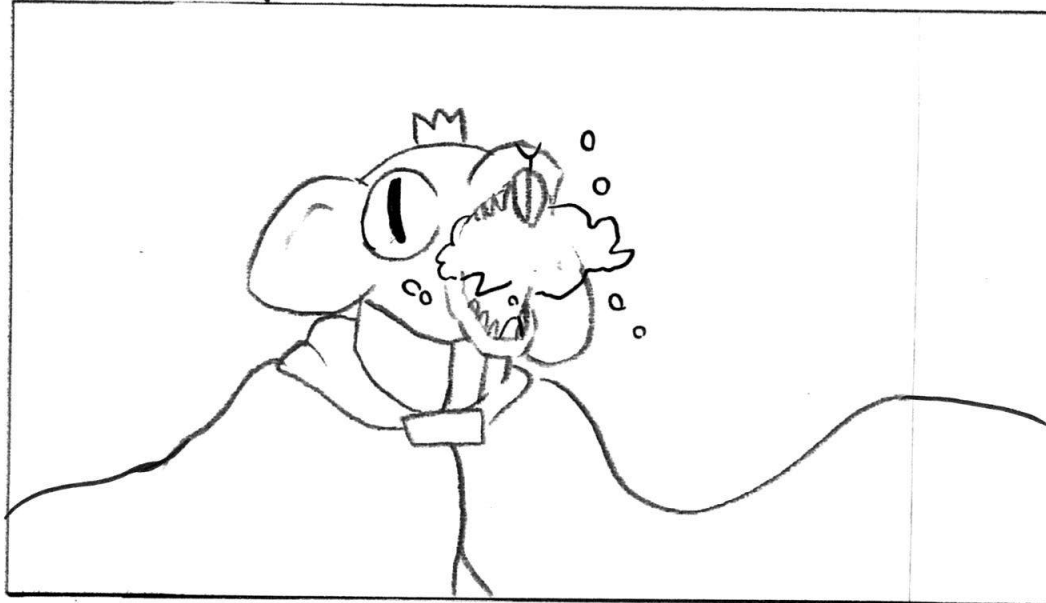
Page 274

Sc. 144 *cont*

Pnl. C

Bg.

day night

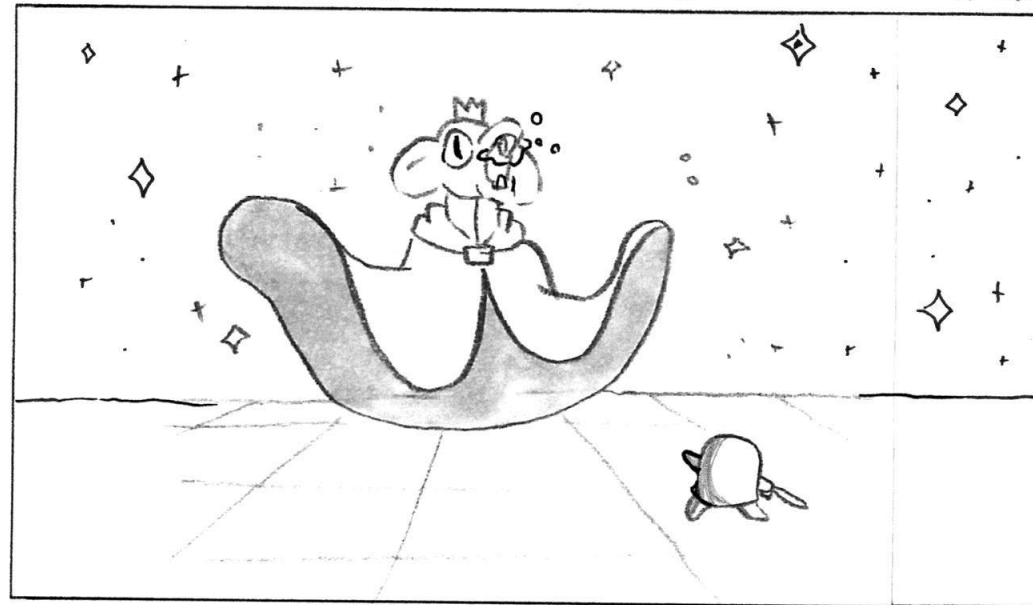


Sc. 145

Pnl. A-

Bg.

day night



Dialog:

RK: *SCREECHING*

Action:

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

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ADVENTURE TIME

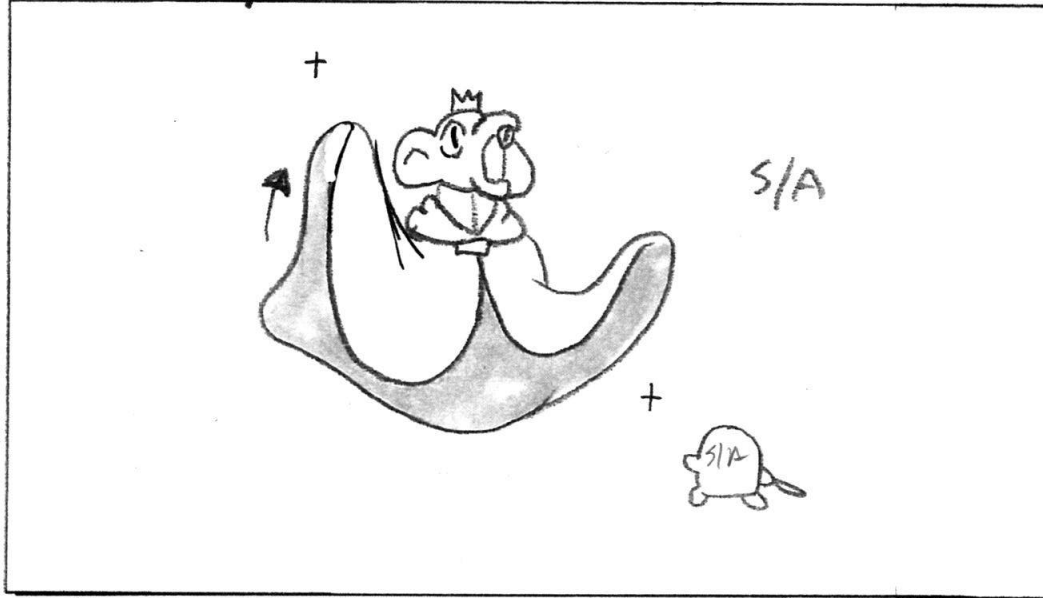


Sc. 145 *CONT*

Pnl. B

Bg.

day night



Sc. 145 *CONT*

Pnl. C

Bg.

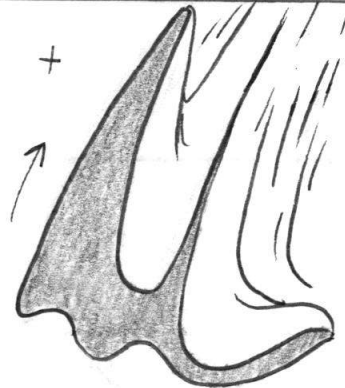
day night



Dialog:

Action:

Timing:



RK: *SCREECHING*

SFX: *WHOOOSH!*

- RK LEAPS OFF/S IN A BLUR.

FEB 10 2014

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Production :

ADVENTURE TIME

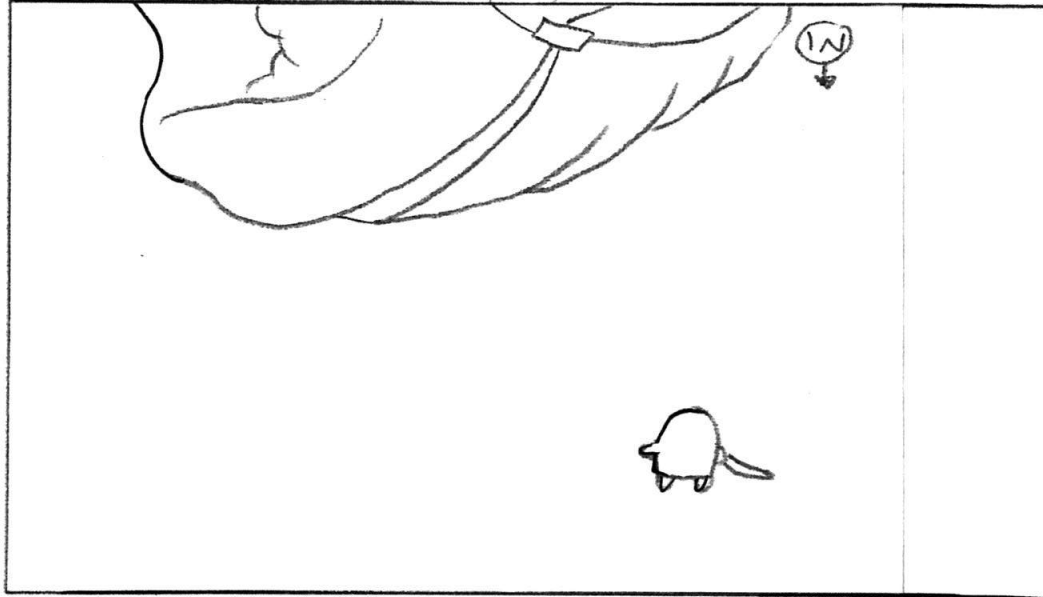


Page 276

Sc. 145 *CONT* Pnl. D

Bg.

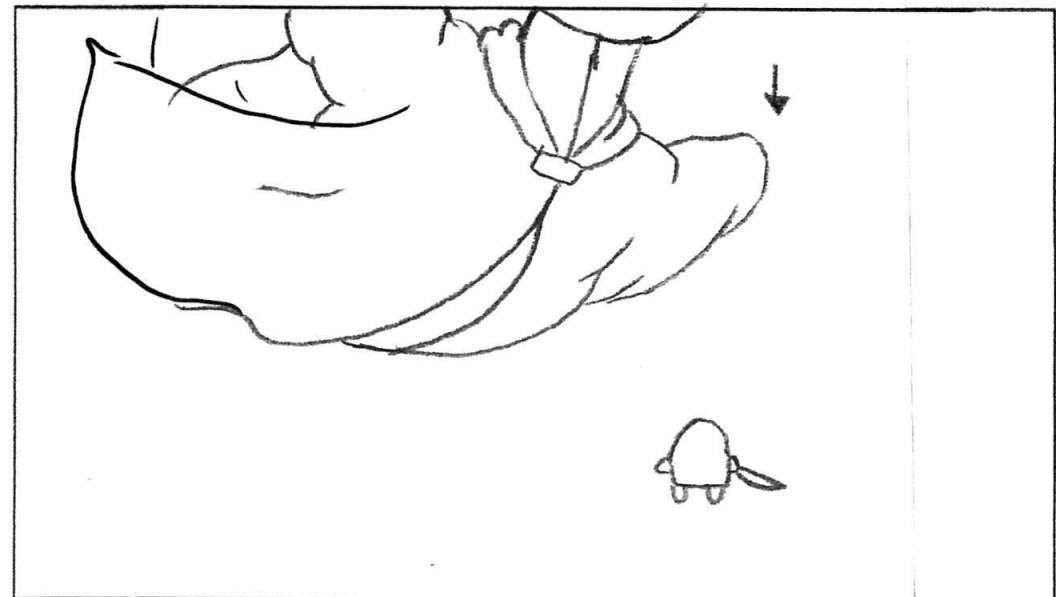
day night



Sc. 145 *CONT* Pnl. E

Bg.

day night



Dialog:

RK: *SCREECHING*

Action:

- RK FALLS ON/S.

FEB 10 2014

Timing:

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Production :

1025/172

1025/172

ADVENTURE TIME



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Sc. 145 *cont* Pnl. F

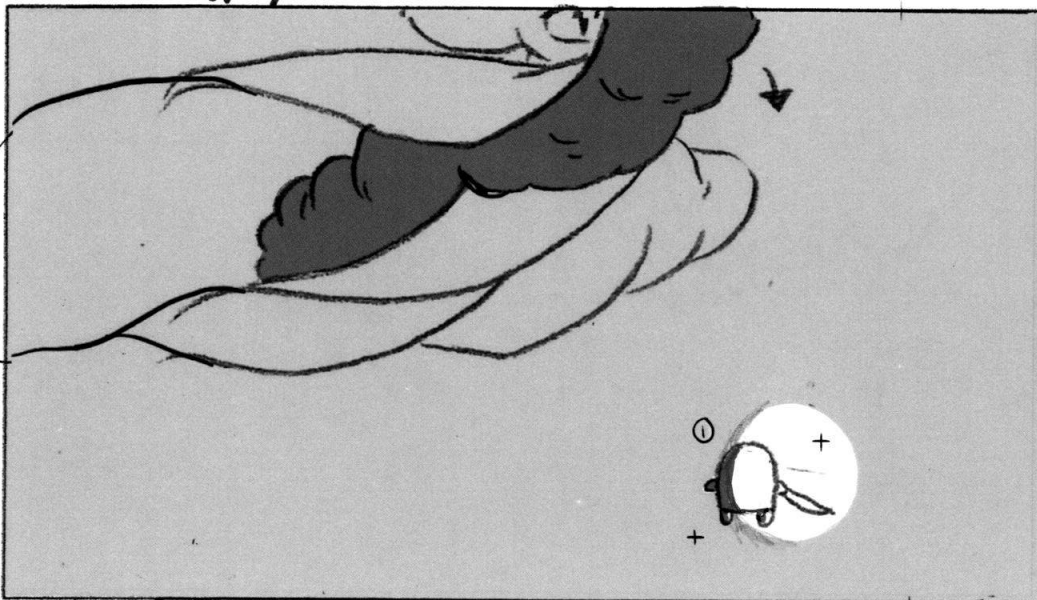
Bg.

day night

Sc. 145 *cont* Pnl. G

Bg.

day night



Dialog:

Action:

Timing:

RK: *SCREECHING*

-SFX: *BOOM*

-RK SLAMS DOWN FIST
-ADJ. W/ RK ACTION
-K. DODGES

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ADVENTURE TIME



Page 278

Sc. 145 *cont* Pnl. H

Bg.

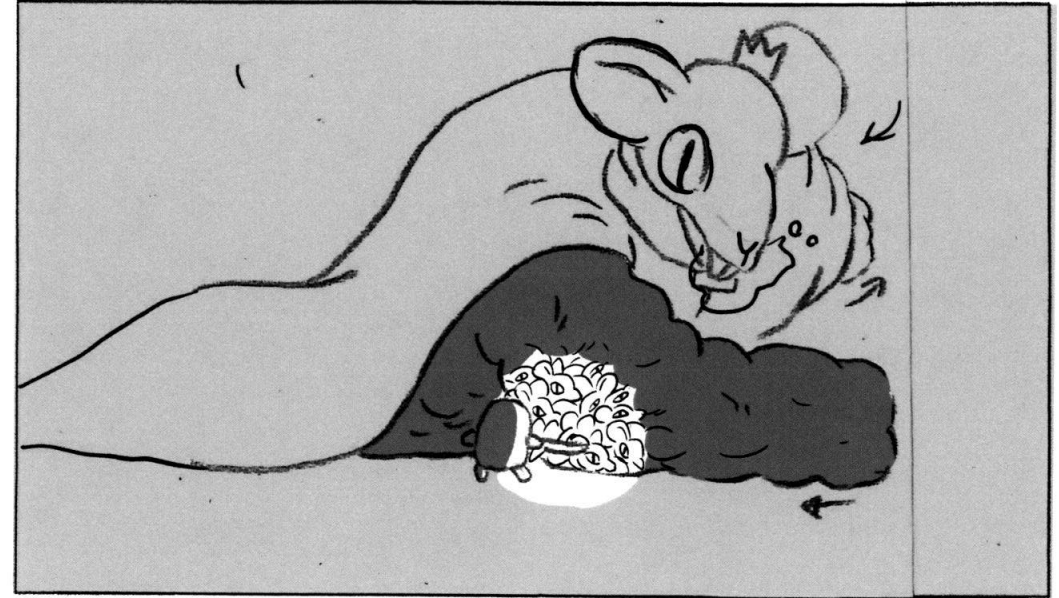
day night



Sc. 145 *cont* Pnl. I

Bg.

day night



Dialog:

RK: *SCREECHING*

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

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Production :

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ADVENTURE TIME



Page 279

Sc. 145 *CONT* Pnl. J

Bg.

day night



Sc. 145 *CONT* Pnl. K

Bg.

day night



Dialog:

RK: ★ SCREECHING ★

Action:

FEB 10 2014

Timing:

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Production :

1025/172

1025/172

ADVENTURE TIME

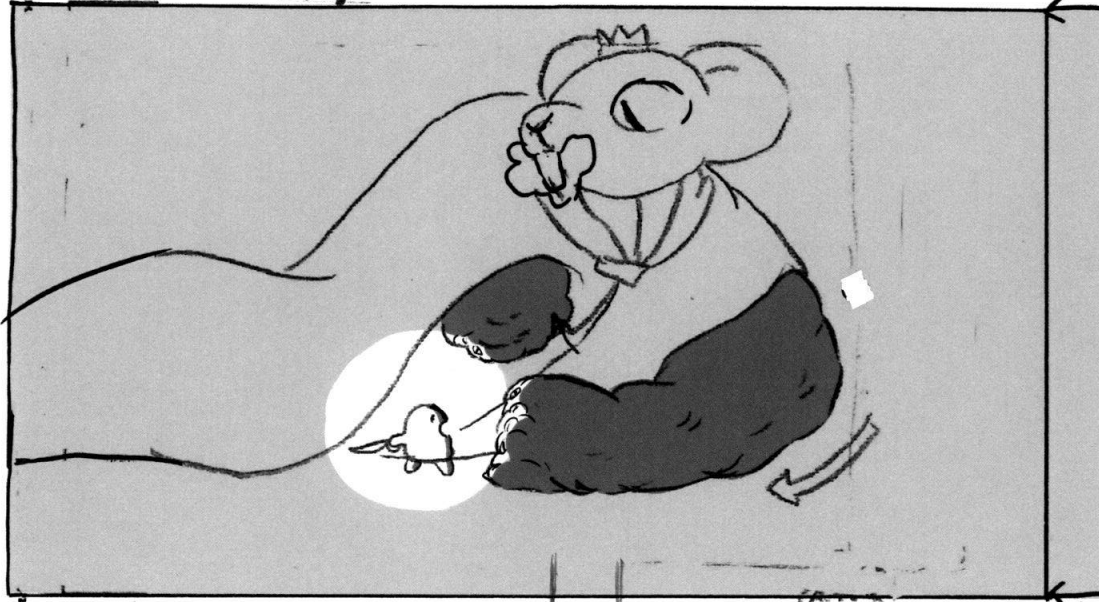


Page 280

Sc. 145 *CONT* Pnl. L

Bg.

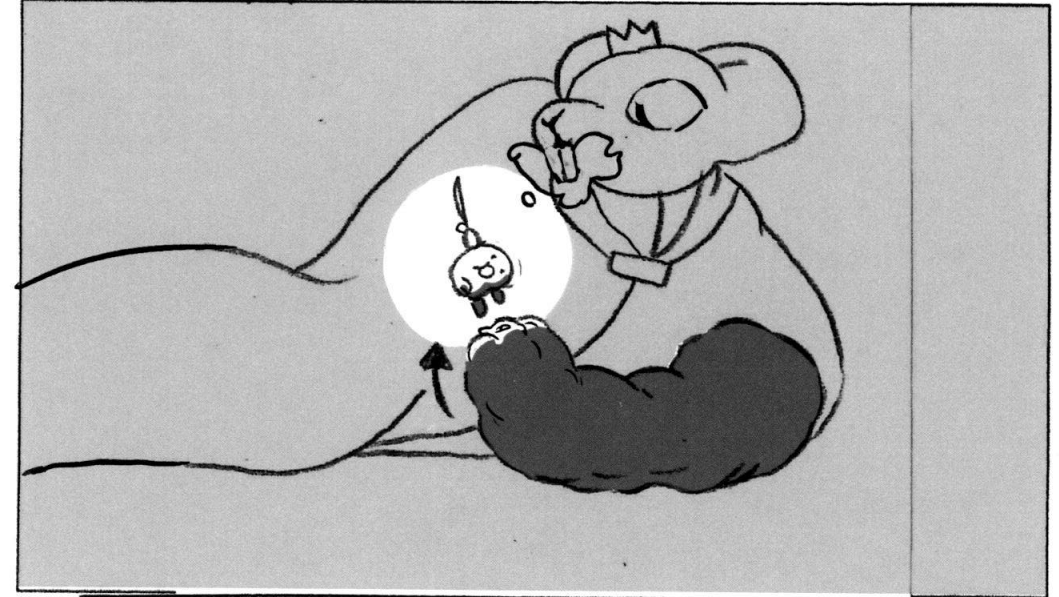
day night



Sc. 145 *CONT* Pnl. M

Bg.

day night



Dialog:

stop & start
pan w/ action
←

K: OOF!

RK: SCREECHING ★

K: OOF!

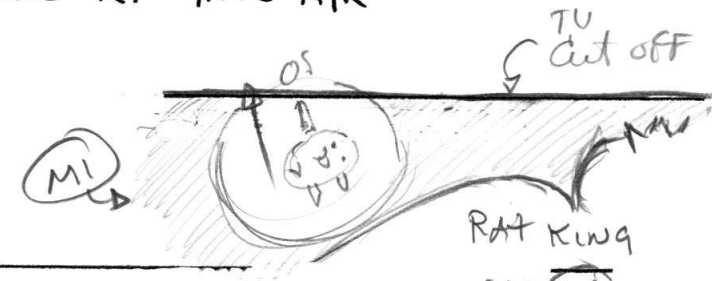
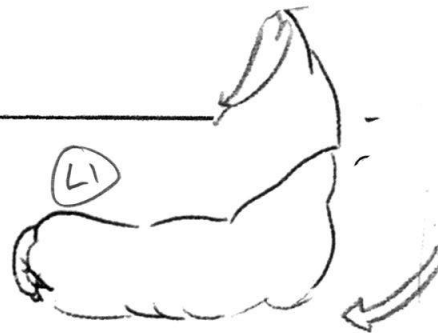
FEB 10 2014

Action:

- RK SWINGS ARM
- ADJ. W/ ACTION

- RK HITS K. INTO AIR

Timing:



RAT KING

3/1/11

1025/172

Production :

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1025/172

Cut

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Sc. 146

Pnl. A

Bg.

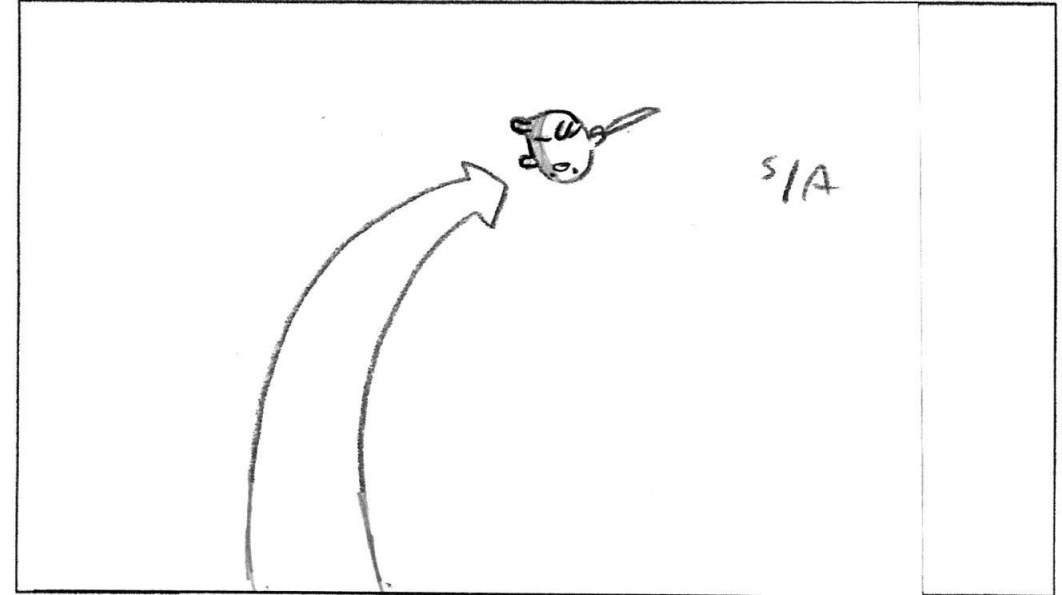
day night

Sc. 146 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

- K. FLIES UPWARD ON/5.

Timing:

K: DON'T DO THAT!

FEB 10 2014

Production :

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ADVENTURE TIME



Page 282

Sc. 146 *cont* Pnl. C

Bg.

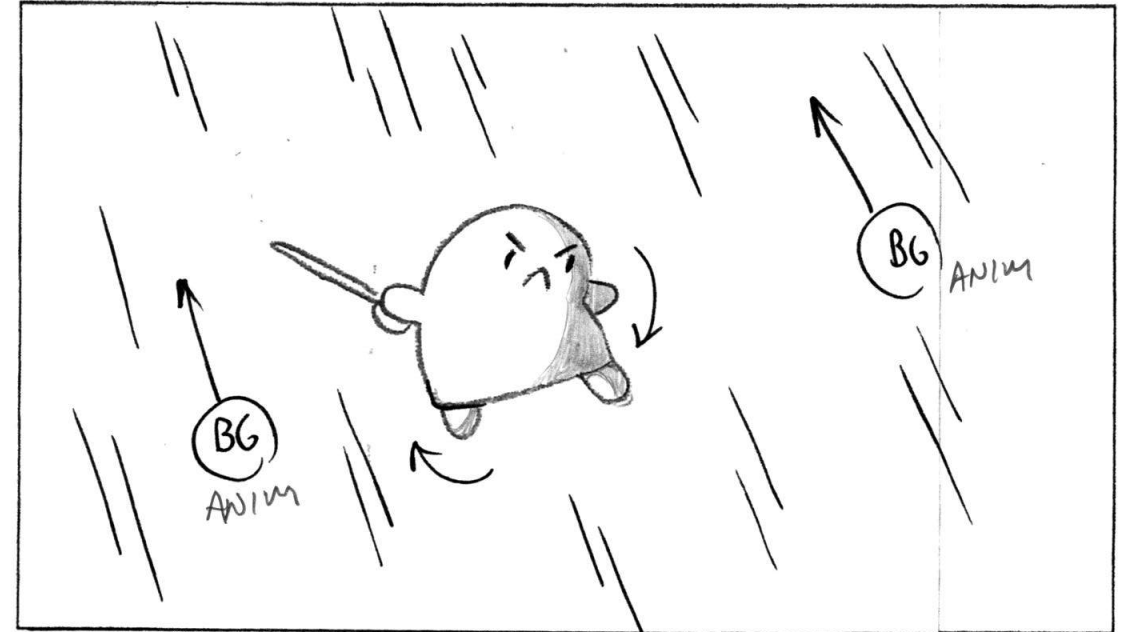
day night

Sc. 146 *cont* Pnl. D

Bg.

day night

(ADJ) →
Pan



Dialog:

ADJ Pan over w/ Kent Drop

XX
X DISS
BG Pan
into ANIM.
Diag BG
Cycle

Action:

Timing:

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1025-172

EPISODE #

1025/172

Production :

1025/172

ADVENTURE TIME



Page 283

Sc. 146 *cont*

Bg.

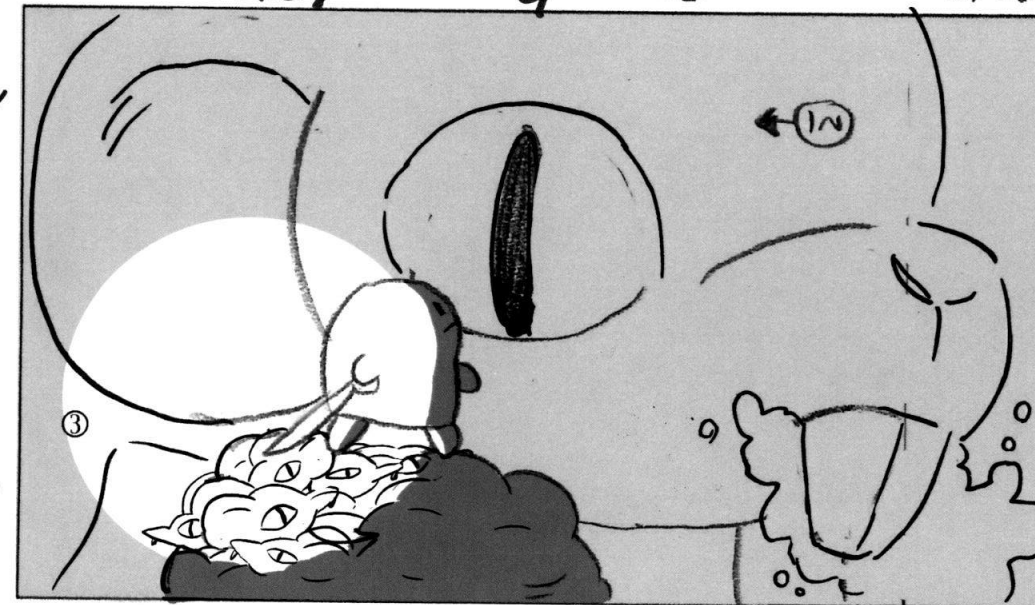
day night

Sc. 146 *cont*

G

Bg.

day night

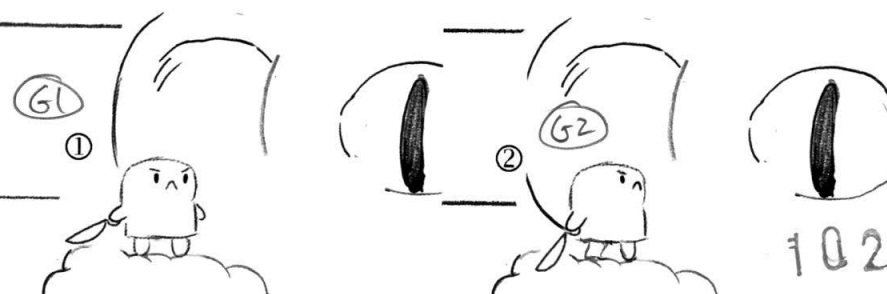


ANIM out of
Diag ANIM BG
Cycle into
ANIMATED verticle pan!

RK: HOW DO YOU PLAN TO DEFEAT ME?

FEB 10 2014

- K. LANDS ON RK'S HAND
- STUMP IN FOREGROUND ANIMATES



1025/172

1025/172

EPISODE # 1025-172

1025/172

Production :

1025/172

He
Cut

ADVENTURE TIME



Page 284

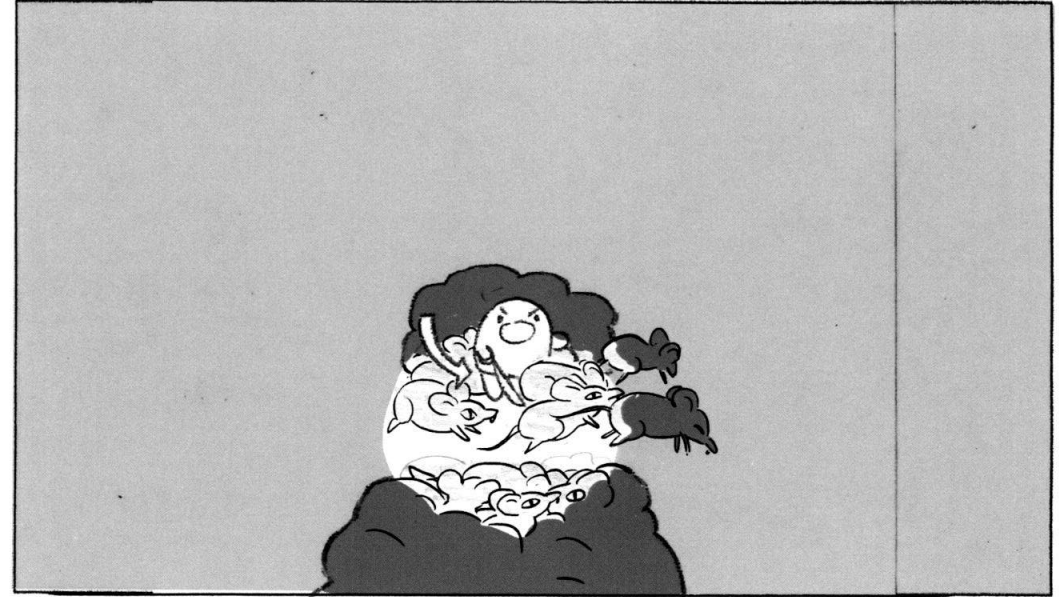
Sc. 147 Pnl. A Bg.

day night



Sc. 147 *cont* Pnl. B Bg.

day night



Dialog:

K/ I'm-

Action:

-KENT CUTTING UP ARM

FEB 10 2014

Timing:

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1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Page 285

Sc. 147 *cont*

Pnl. C

Bg. —

day night

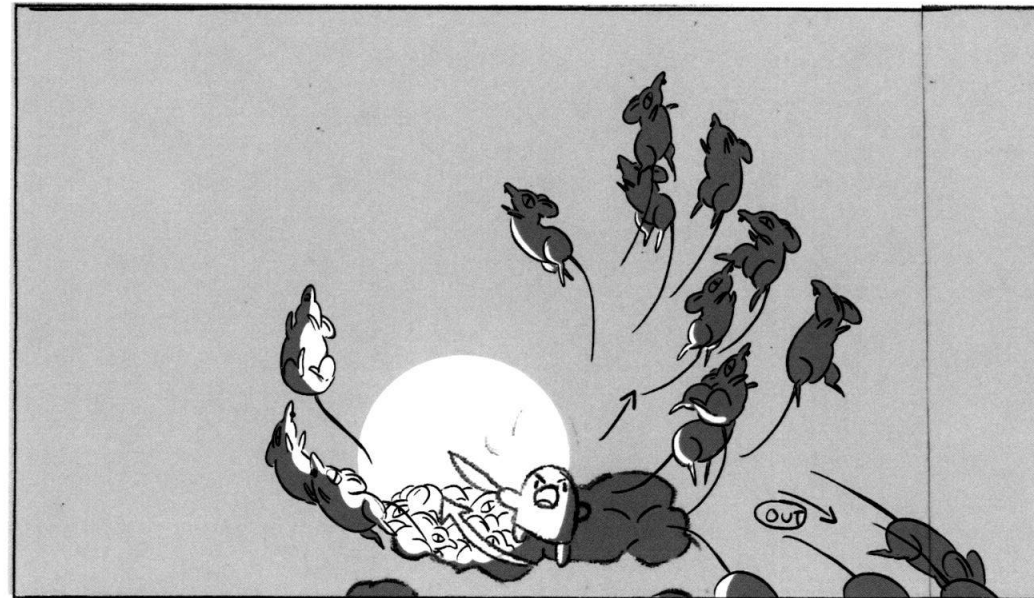


Sc. 147 *cont*

Pnl. D

Bg. —

day night



Dialog:

K: MAKING -

Action:

- KENT JUMPS TO NEXT PART OF ARM

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

1025/172

1025/172

1025/172

pu
cut

ADVENTURE TIME

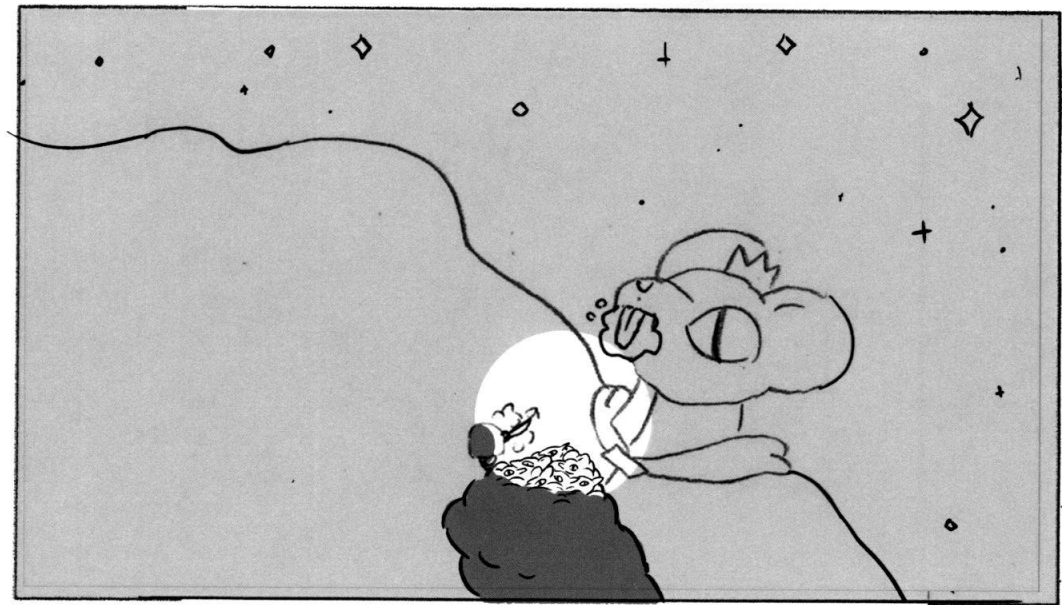


Sc. 147A

Pnl. A

Bg.

day night

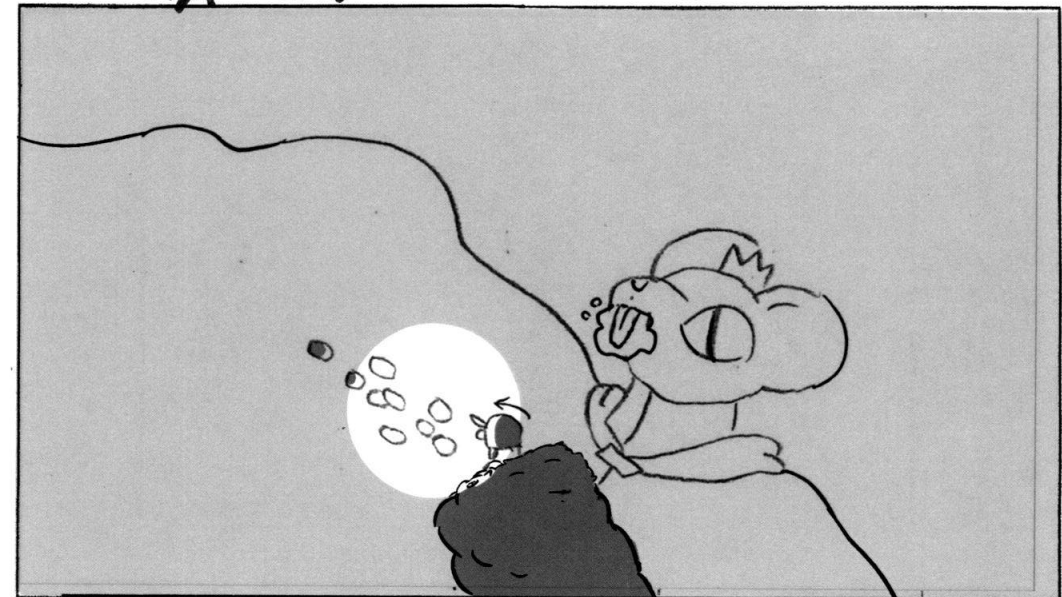


Sc. 147A cont

Pnl. B

Bg.

day night



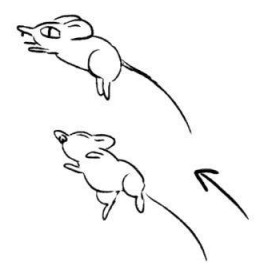
Dialog:

K: AS I--

K: GO

Action:

DETAIL: REF. FOR RATS
FLYING THROUGH AIR



- K LEAP

FEB 1 2014

Timing:

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Production :

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ADVENTURE TIME



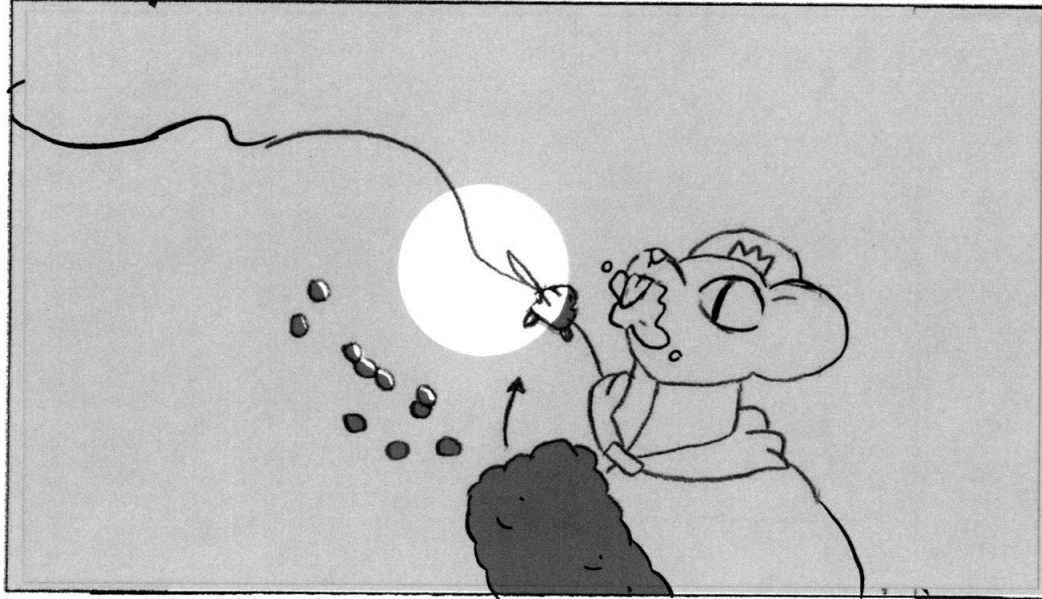
170
Cut

Page 287

Sc. 147 *A CONT* Pnl. C

Bg.

day night



Sc. 148

Pnl. A

Bg.

day night



Dialog:

K/ -OOOOOO!

Action:

Timing:

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Production :

1025/172

ADVENTURE TIME



Page 288

Sc. 148 *CONT*

Pnl. B

Bg.

day night

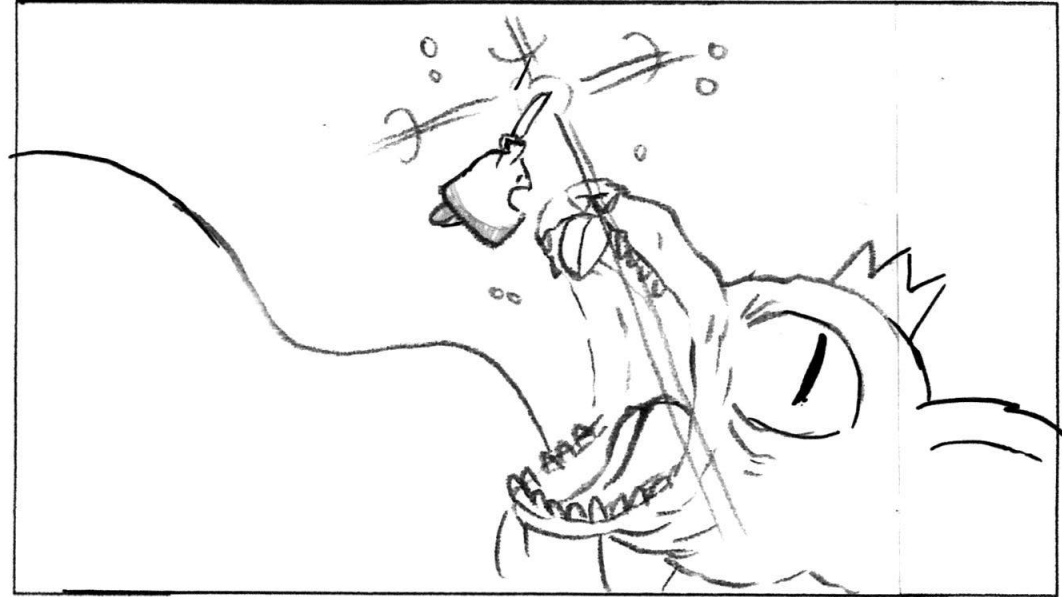


Sc. 148 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

RK: SCREECH

- SWORD GLOWS BRIGHT

FEB 10 2014

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Production :

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ADVENTURE TIME



Page 289

Sc. 148 CONT Pnl. D

Bg.

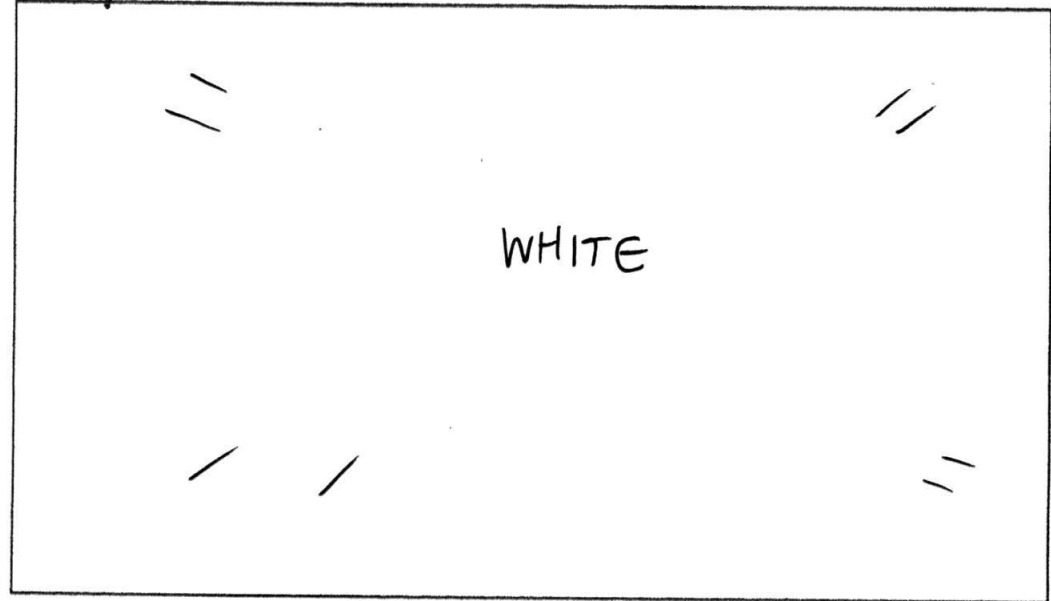
day night



Sc. 148 CONT Pnl. E

Bg.

day night



Dialog:

SFX: *SKSHHH!!

Action:

-KENT STRIKES TEETH

- FLASH TO WHITE

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

HO
CUT

ADVENTURE TIME



REVISED
02/14/14

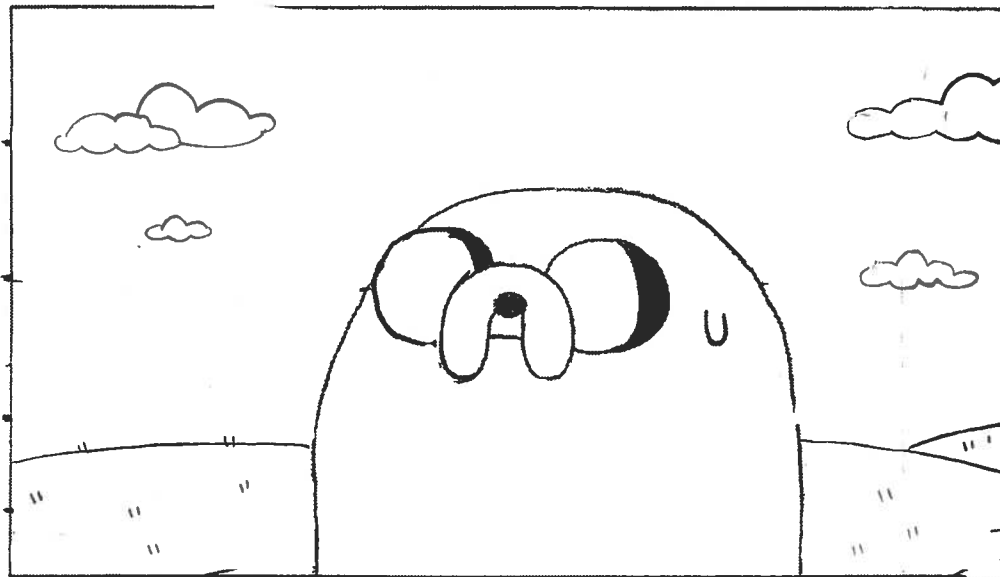
Page 290

Sc. 149

Pnl. A

Bg.

day night

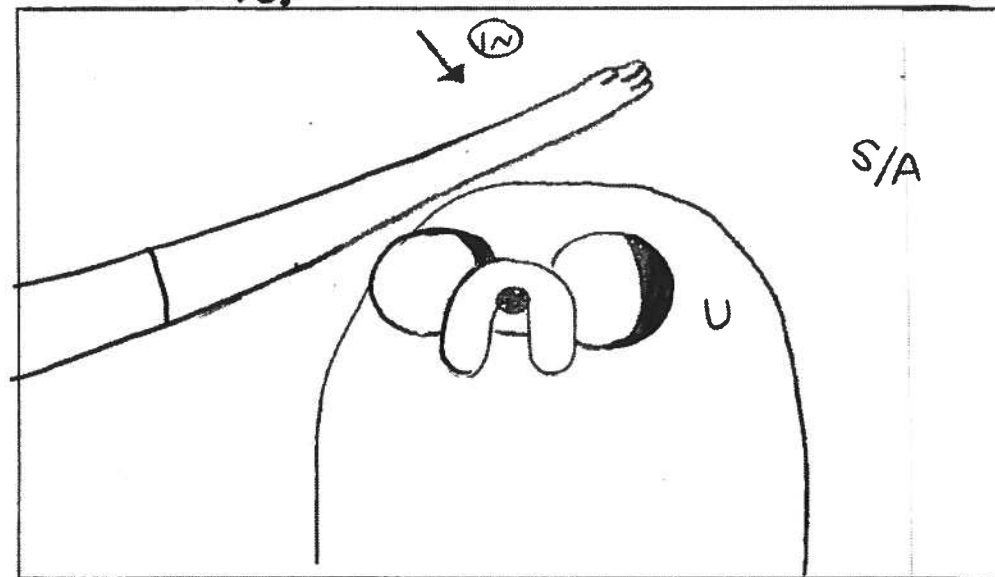


Sc. 149 *cont*

Pnl. B

Bg.

day night



Dialog:

FADE IN From white Fr.

Action:

-FINN'S ARM CHOPS DOW

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

1025/172

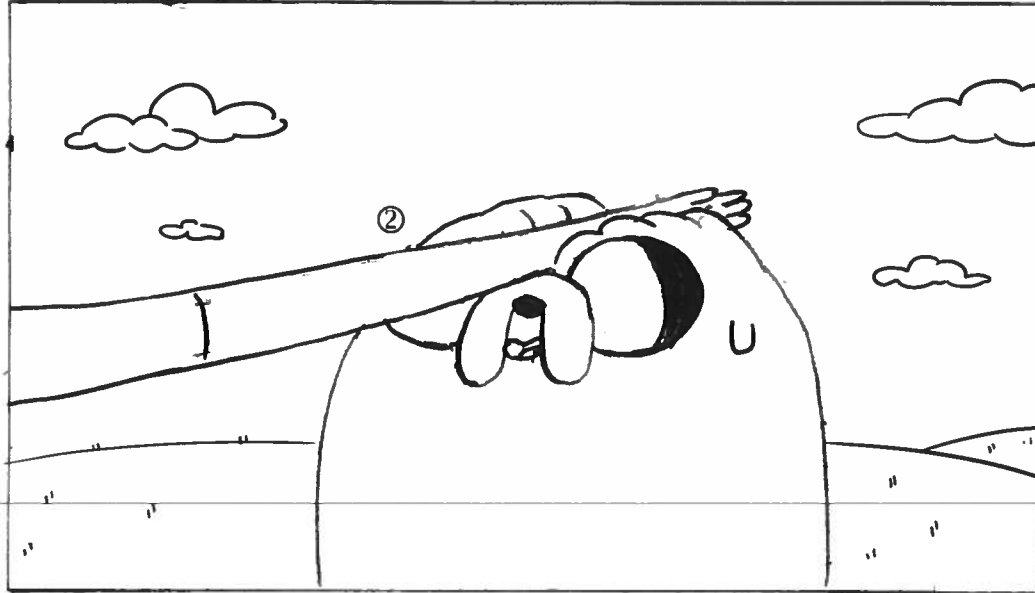
ADVENTURE TIME



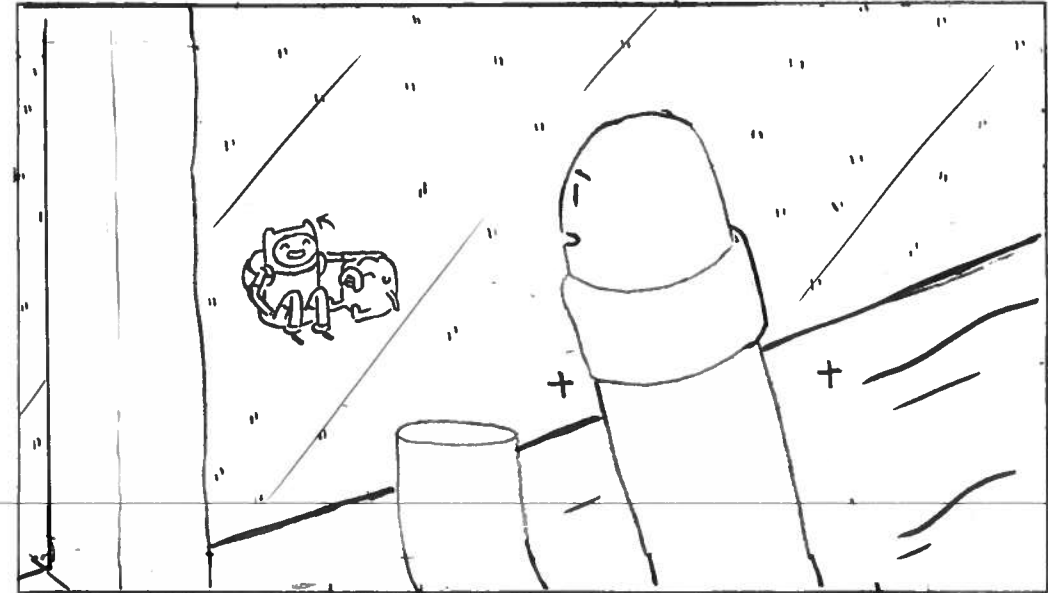
REVISED
02/14/14

Page 291
NO PG 292
day night

Sc. 149 *cont* Pnl. C Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:

SFX: SQUISH

S/ Dang. Having a brother around-

J: HEH, HEH

Action: -ARM SINKS INTO JAKE'S FOREHEAD

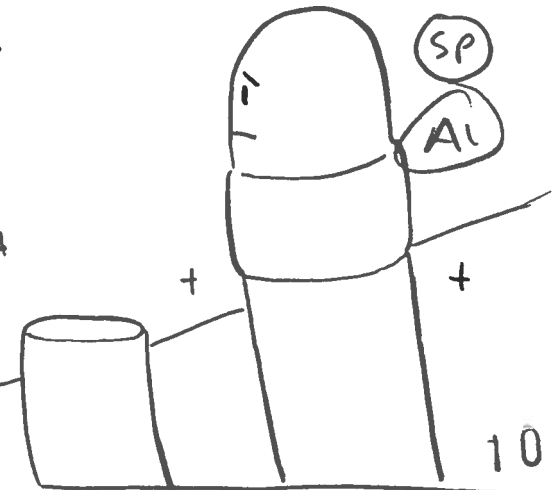
- VIEW OUT WINDOW

SFX: *★SQUISH★*

Timing:



FEB 10 2014



EPISODE # 1025-172

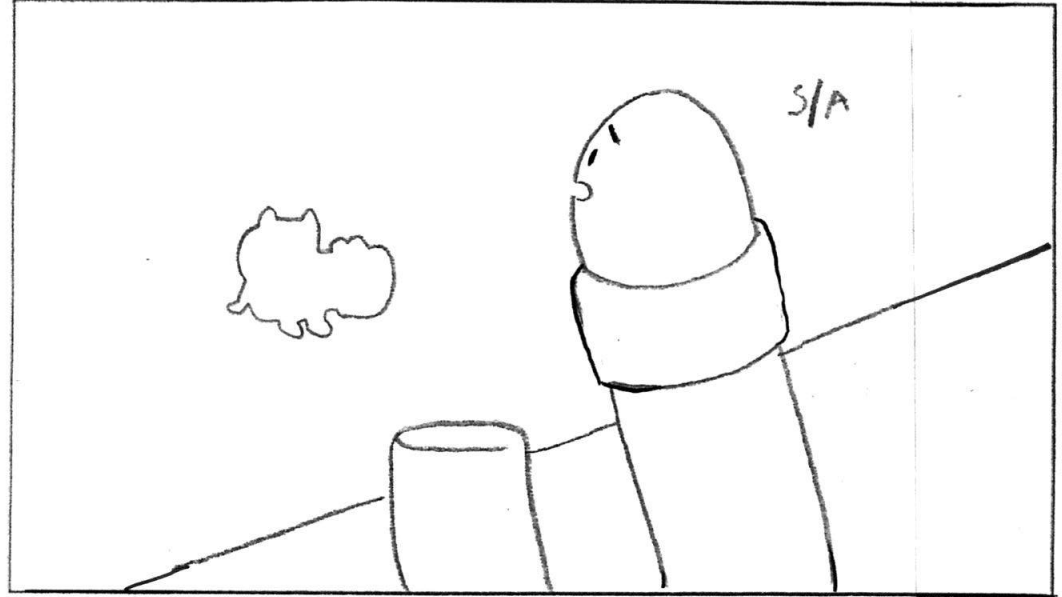
Production :

1025/17

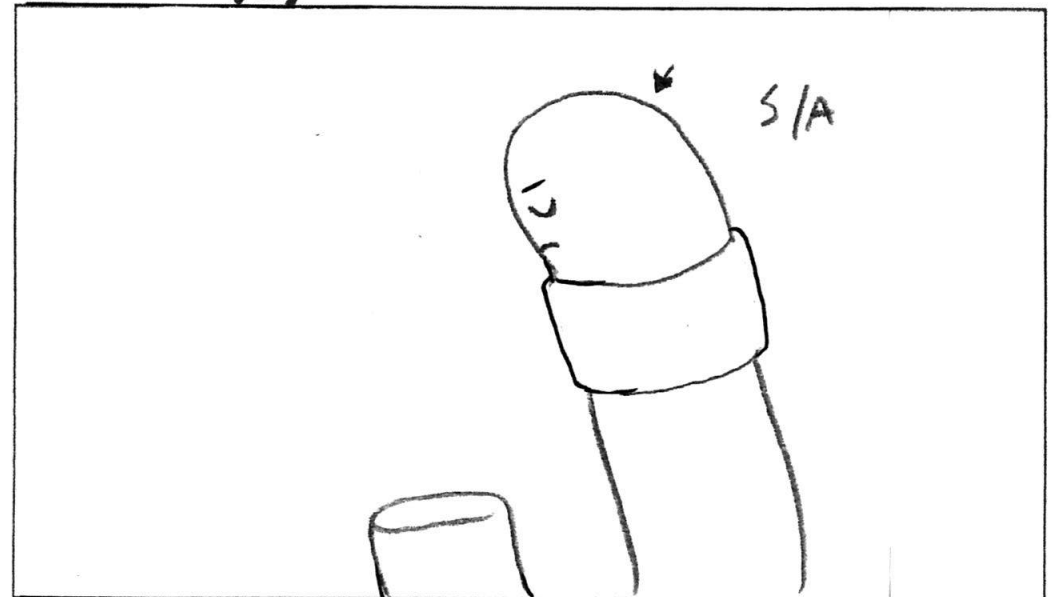
ADVENTURE TIME



Sc. 150 *CONT* Pnl. B Bg. day night



Sc. 150 *CONT* Pnl. C Bg. day night



Dialog:	
S/ - looks kinda fun.	<u>S</u> : where are you...
Action:	
music starts	
Timing:	
FEB 10 2014	

HO
ant

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1025/172

Production :

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1025/172

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1025/172

HO
CUT

ADVENTURE TIME



REVISED
02/18/14

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NO PG 295
day night

CUT

Sc. 1S1 Pnl. A Bg. day night

Sc. 1S1 CONT Pnl. B Bg. day night

Dialog:

S: ♪ Little

Action:

Timing:

S: ♪ Brother

SP AU

FEB 18 2014

EPISODE # 1025-172

1025/172

Production :

1025/17

ADVENTURE TIME



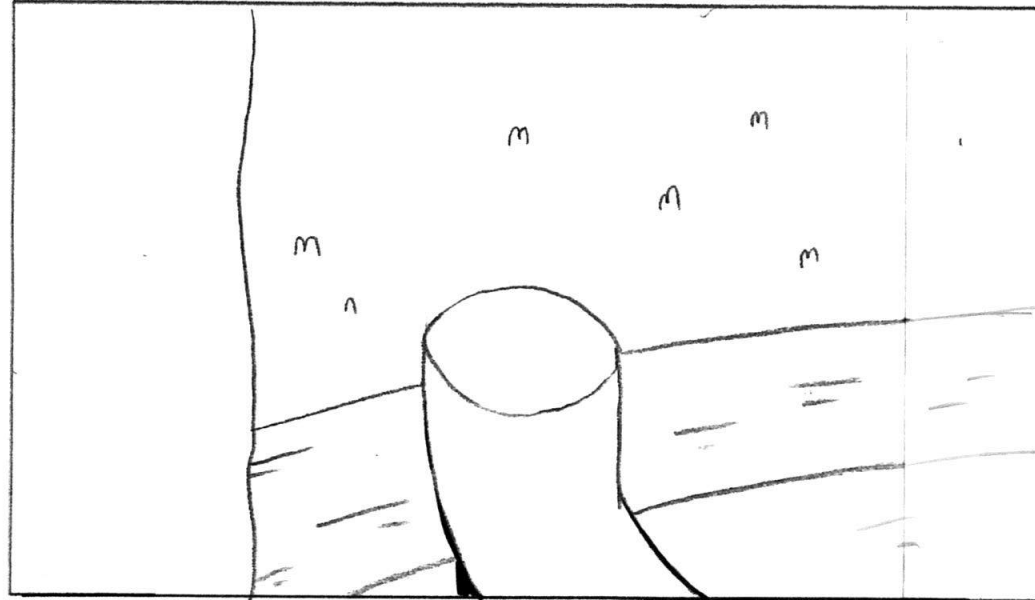
Page 296

Sc. 152

Pnl. A

Bg.

day night

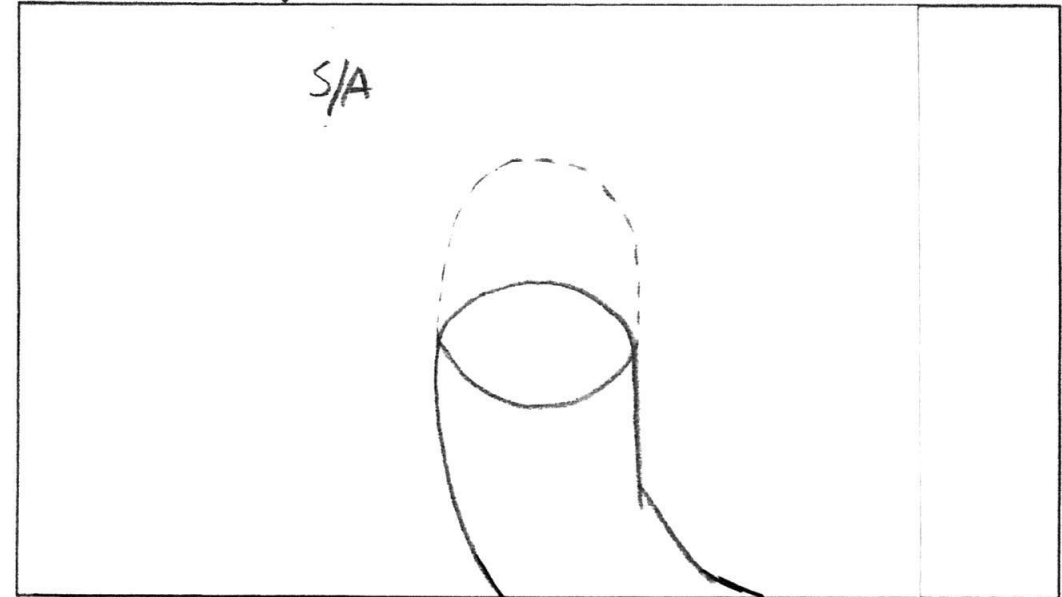


Sc. 152 *cont*

Pnl. B

Bg.

day night



Dialog:

(o/s)
S: ♪ ARE YOU --

(o/s)
S: ♪ HAPPY

Action:

- OUTLINE OF KENT APPEARS

Timing:

FEB 10 2014

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1025/172

Production :

1025/172

1025/172

ADVENTURE TIME



Page 297

Sc. | S2 *cont*

Pnl. C

Bg.

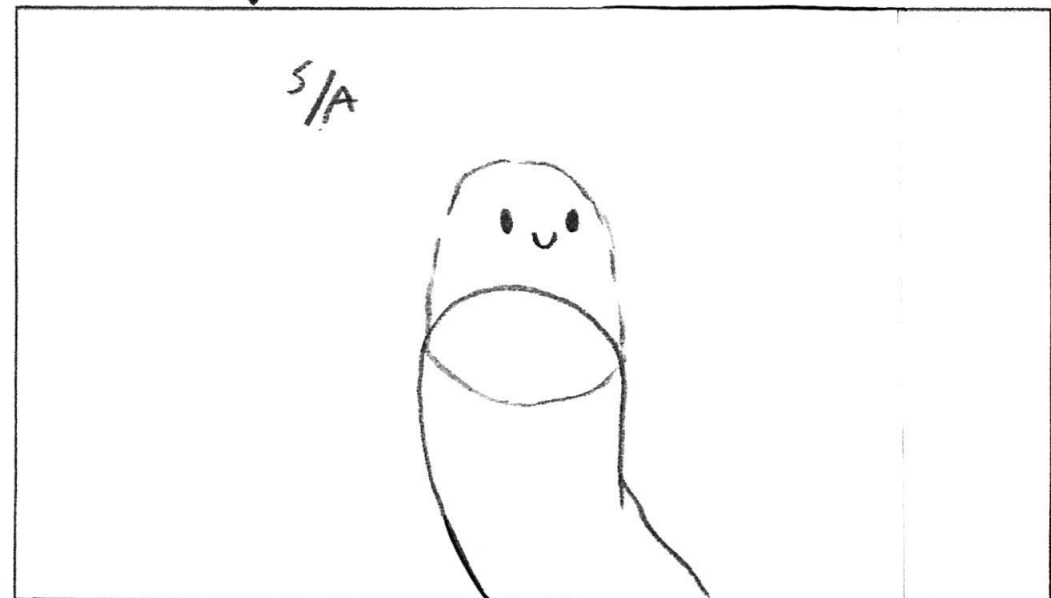
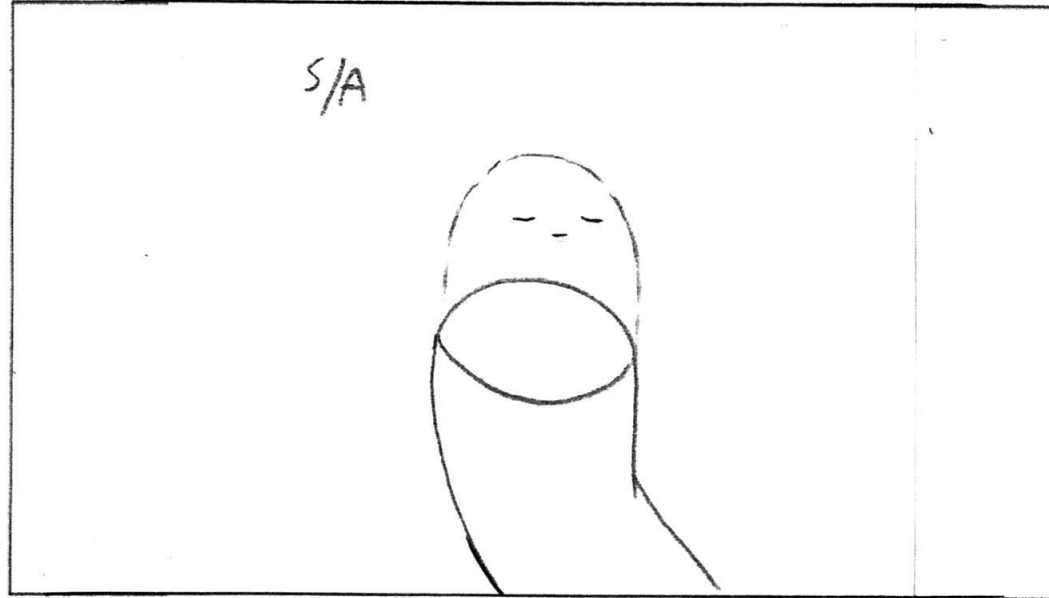
day night

Sc. | S2 *cont*

Pnl. D

Bg.

day night



Dialog:

S: ♪ DO YOU FEEL ~

S: ♪ WEIRD?

Action:

- KENT'S FACE SHOWS UP

- "KENT" SMILES AND OPENS EYES

Timing:

FEB 10 2014

Production :

EPISODE # 1025-172

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1025/172

1025/172

1025/172

Cut

ADVENTURE TIME



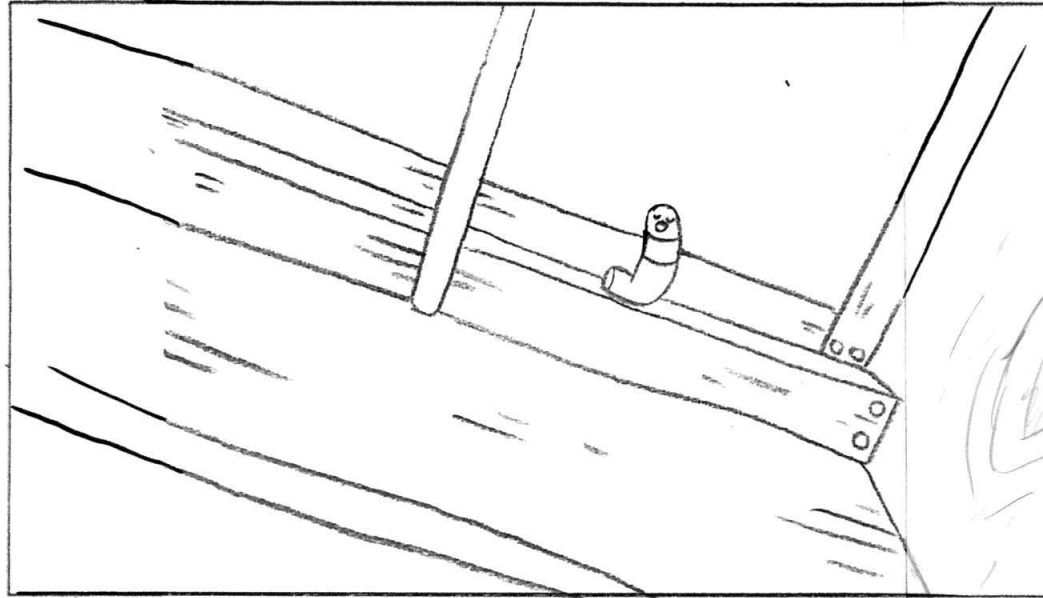
Page 298

Sc. 153

Pnl. A

Bg.

day night

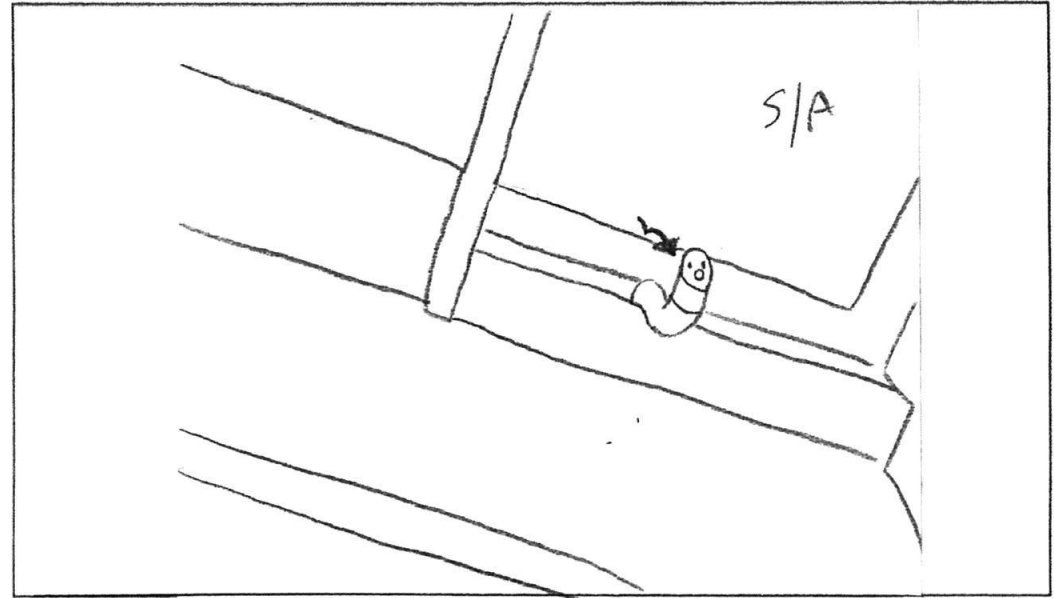


Sc. 153 *cont*

Pnl. B

Bg.

day night



Dialog:

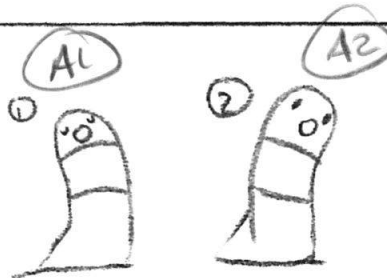
S: ♪ ① HAVE YOU ② CHANGED A LOT?

S: ♪ OR NOT...

Action:

FEB 10 2011

Timing:



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Production :

1025/172

Ho
Cut

1025/172

170
cut

ADVENTURE TIME



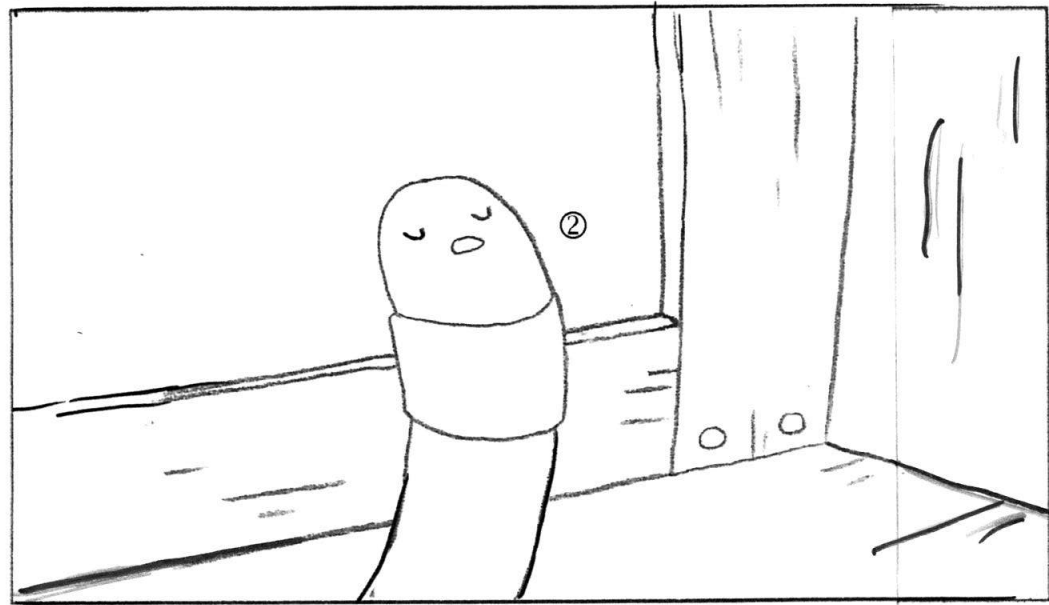
cut

Sc. 154

Pnl. A

Bg.

day night

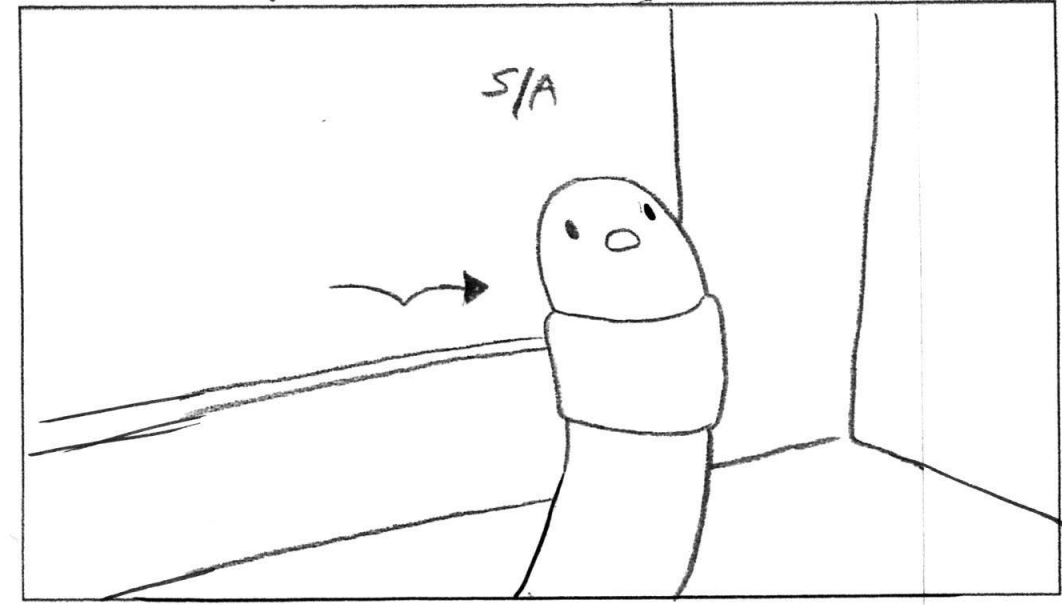


Sc. 154 *cont*

Pnl. B

Bg.

day night



Dialog:

S: ♪ ARE YOU EVER GONNA ~

S: ♪ COME BACK HERE

Action:

Timing:



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Production :

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Cut

ADVENTURE TIME



Sc. 1SS Pnl. A Bg. day night

Sc. 1SS *cont* Pnl. B Bg. day night

Dialog:	S: ♪ I SHOULDN'T	S: ♪ HAVE BEEN SO --
Action:		- S. SQUIRMS ON/S.
Timing:		

(10X FWD
(B) 2X
6X
(B) 2X
REPEAT

FWD (B)
Butt
Scoots FWD

Cycle
(B) (B)

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Production :

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ADVENTURE TIME



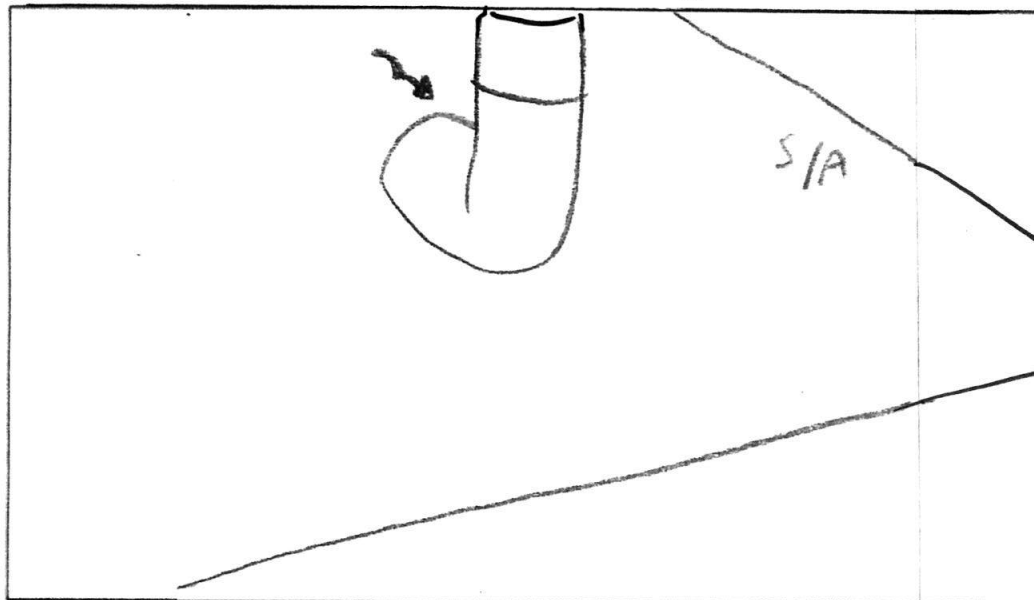
Page 391

Sc. 155 *cont*

Pnl. 0

Bg.

day night

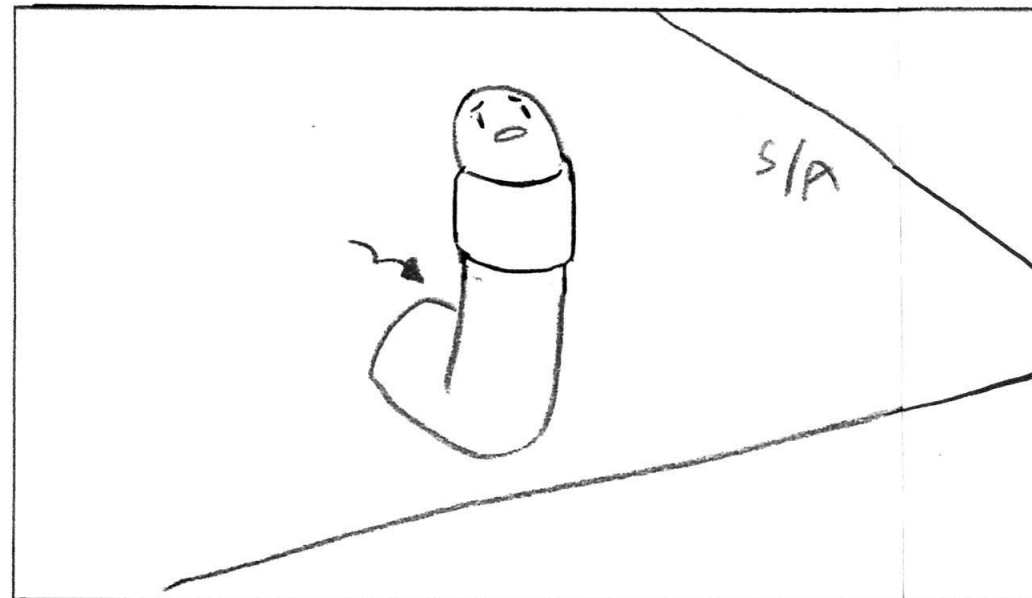


Sc. 155 *cont*

Pnl. D

Bg.

day night



Dialog:

S: ♪ HASTY

S: ♪ YOU WERE JUST A LITTLE --

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

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1025/172

ADVENTURE TIME



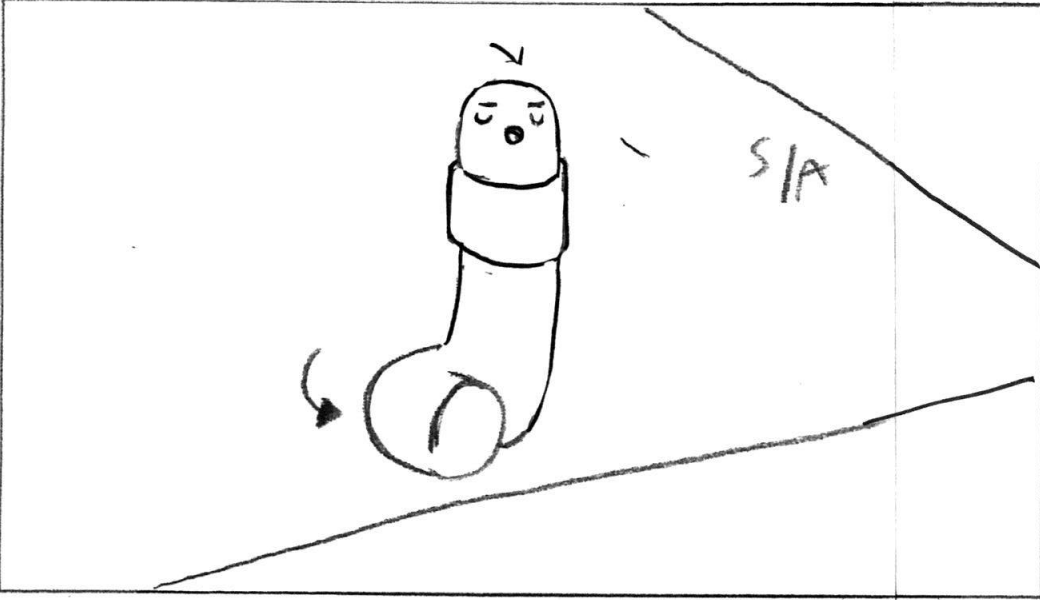
Ho
Aut

Ho
Aut

Sc. 155 *cont* Pnl. E

Bg.

day night

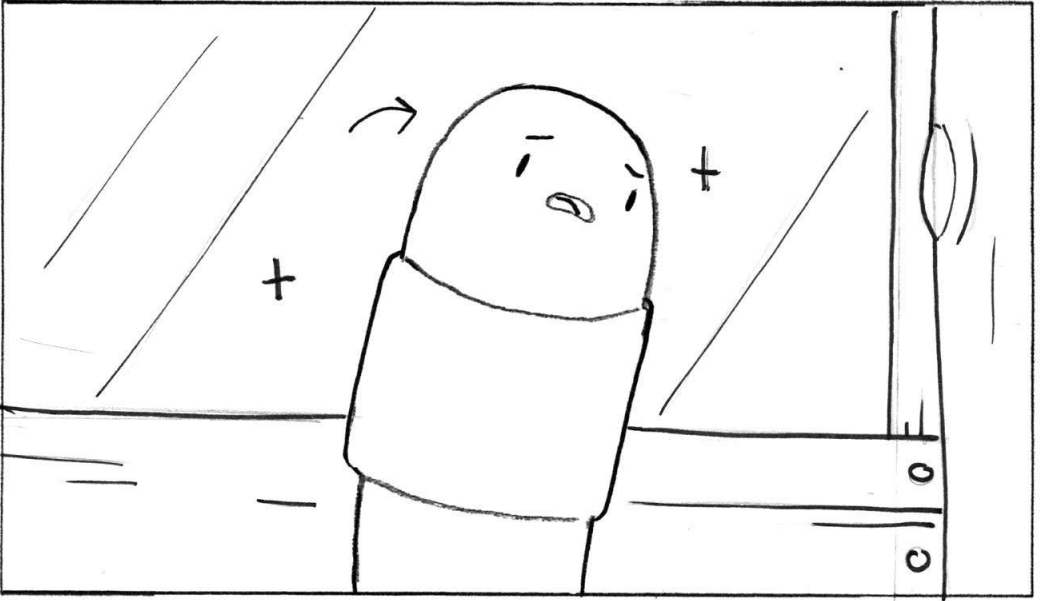


Sc. 156

Pnl. A

Bg.

day night

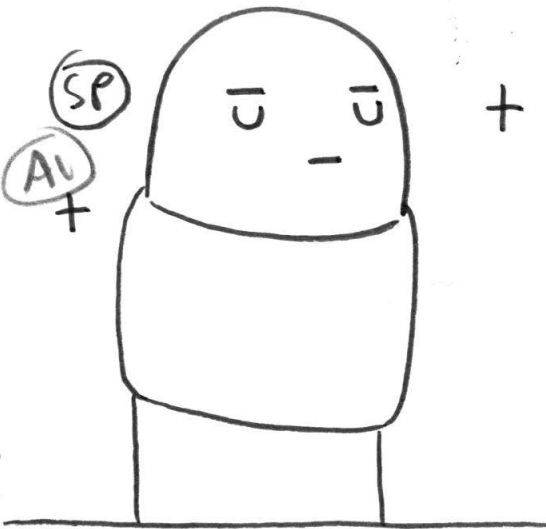


Dialog:

Action:

Timing:

S: ♪ BABY



+ S: ♪ OR MAYBE YOU WEREN'T --

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1025/172

He cut

ADVENTURE TIME



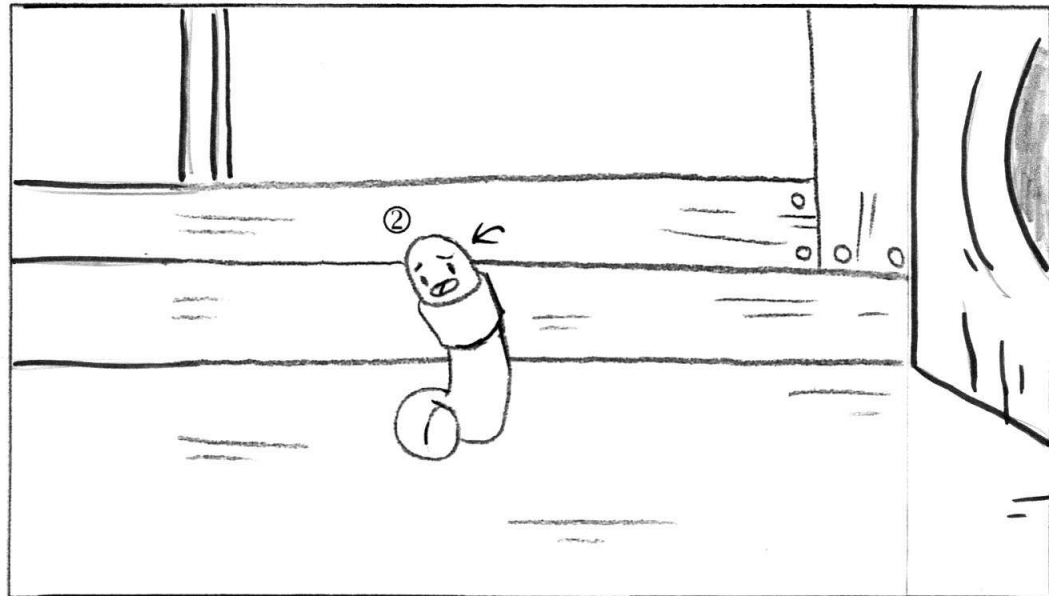
Page 303

Sc. 157

Pnl. A

Bg.

day night

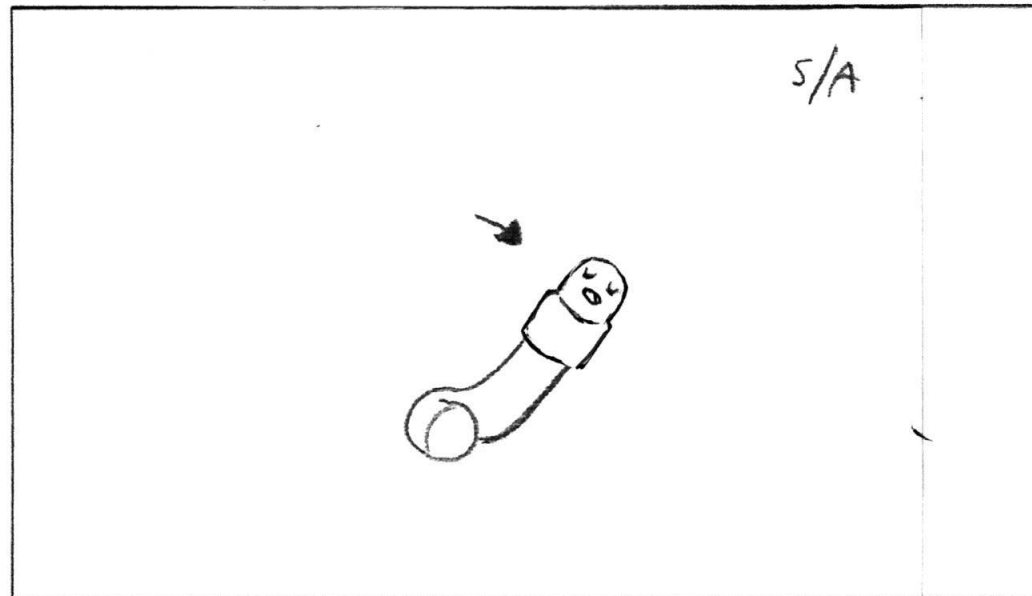


Sc. 157 CONT

Pnl. B

Bg.

day night



Dialog:

S: ♪ I'M NOT REALLY --

Action:

S: ♪ SURE HOW

- S. STARTS FALLING

Timing:



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EPISODE # 1025-172

1025/172

Production :

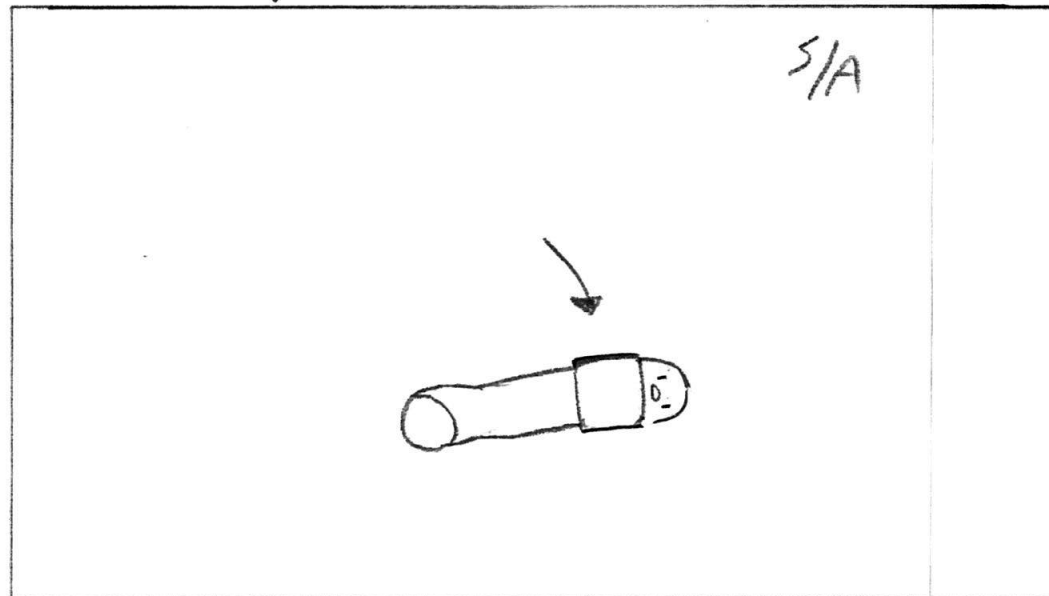
1025/172

ADVENTURE TIME

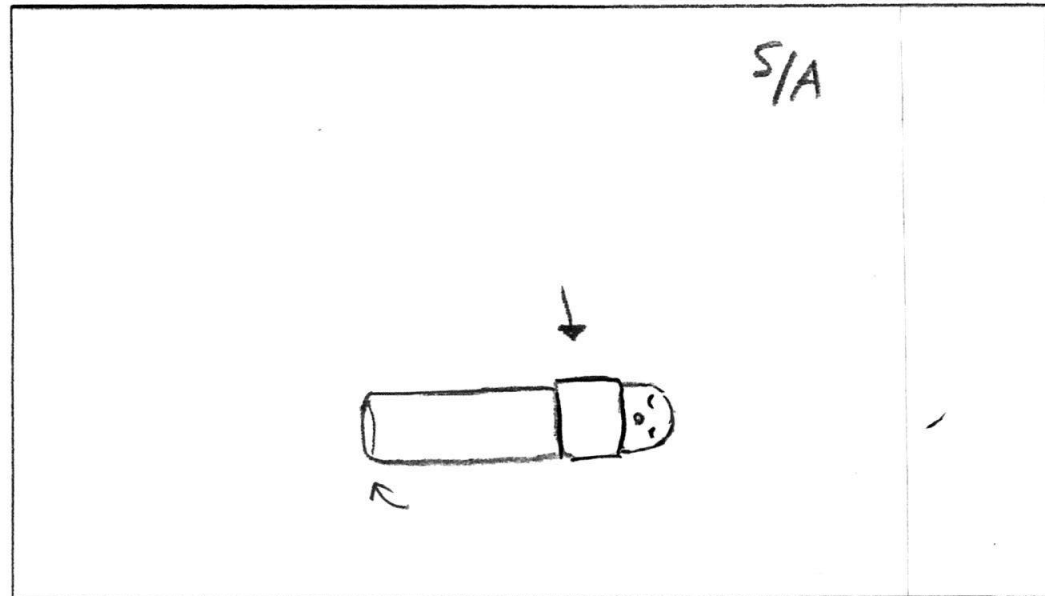


Page 304

Sc. 157 *CONT* Pnl. C Bg. day night



Sc. 157 *CONT* Pnl. D Bg. day night



Dialog:

S: ♪ LITTLE BROTHERS

Action:

- SHELBY LAYS DOWN

Timing:

FEB 10 2014

Hu
Cut

EPISODE # 1025-172

1025/172

Production :

1025/172

ADVENTURE TIME



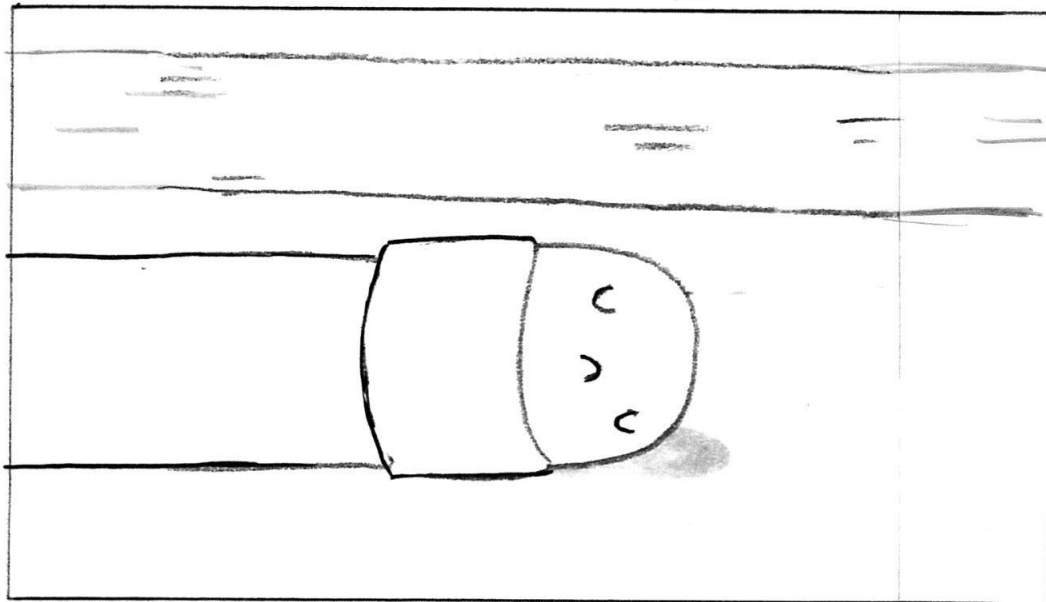
Page 305

Sc. 158

Pnl. A

Bg.

day night

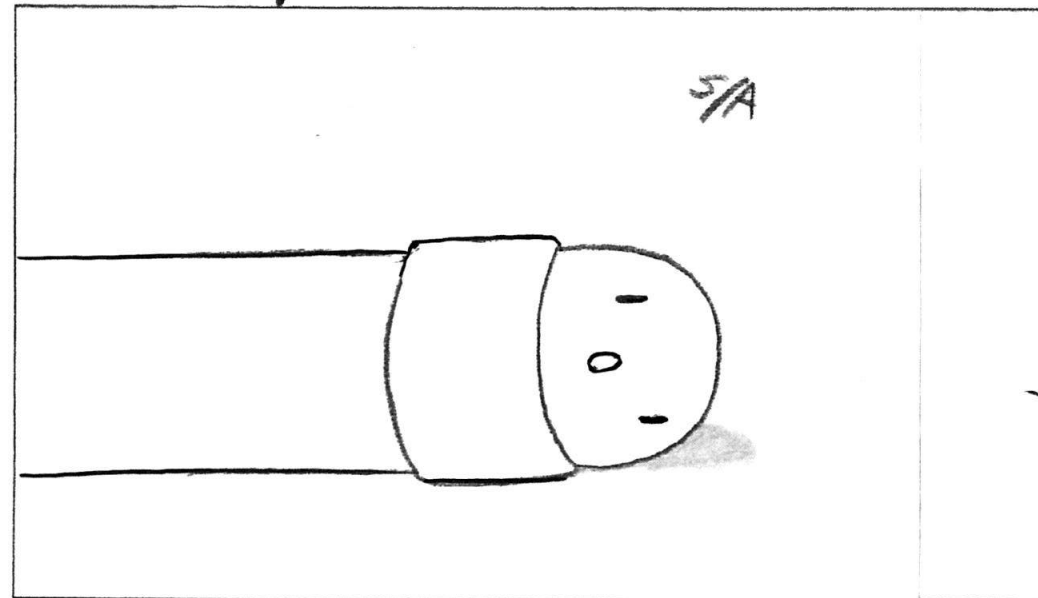


Sc. 158 *cont*

Pnl. B

Bg.

day night



Dialog:

S: [SNIFF]

RENT (O/S): ♪ Youuu

Action:

SFX: ♪ ♪

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Timing:

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Production :

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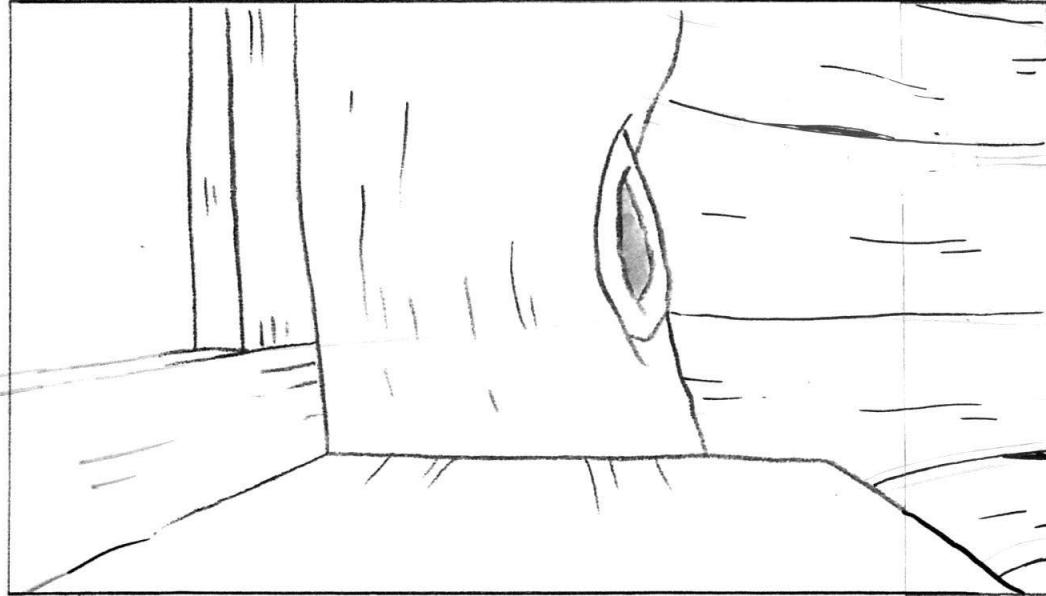
Page 306

Sc. 159

Pnl. A

Bg.

day night

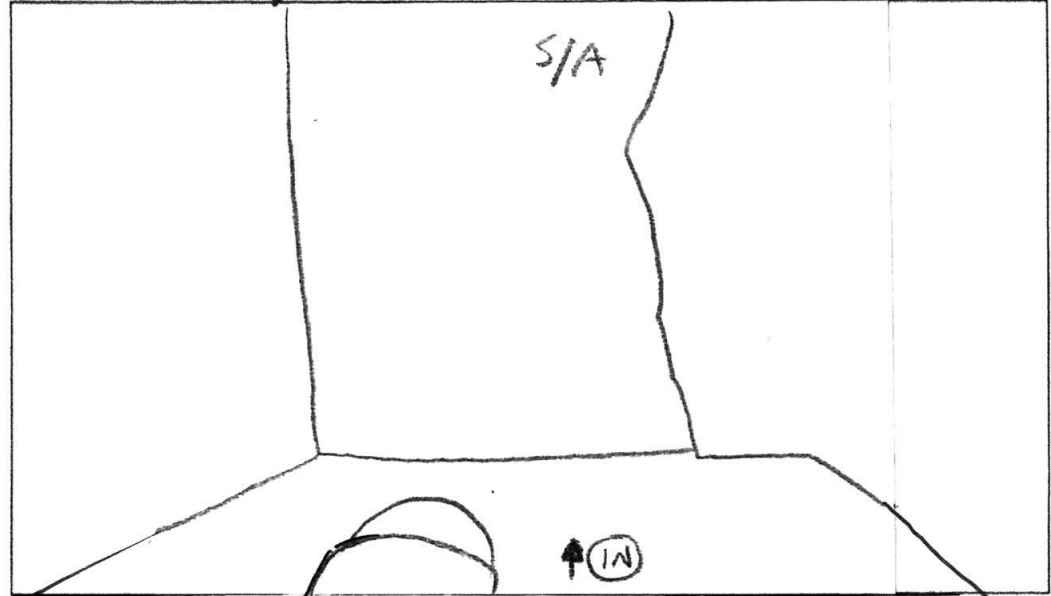


Sc. 159 *cont*

Pnl. B

Bg.

day night



Dialog:

(o/s)
K: ♪ WERE THE FIRST FRIEND ~

(o/s)
K: ♪ 1 --

Action:

FEB 10 2014

Timing:

EPISODE # 1025-172

1025/172

Production :

1025/172

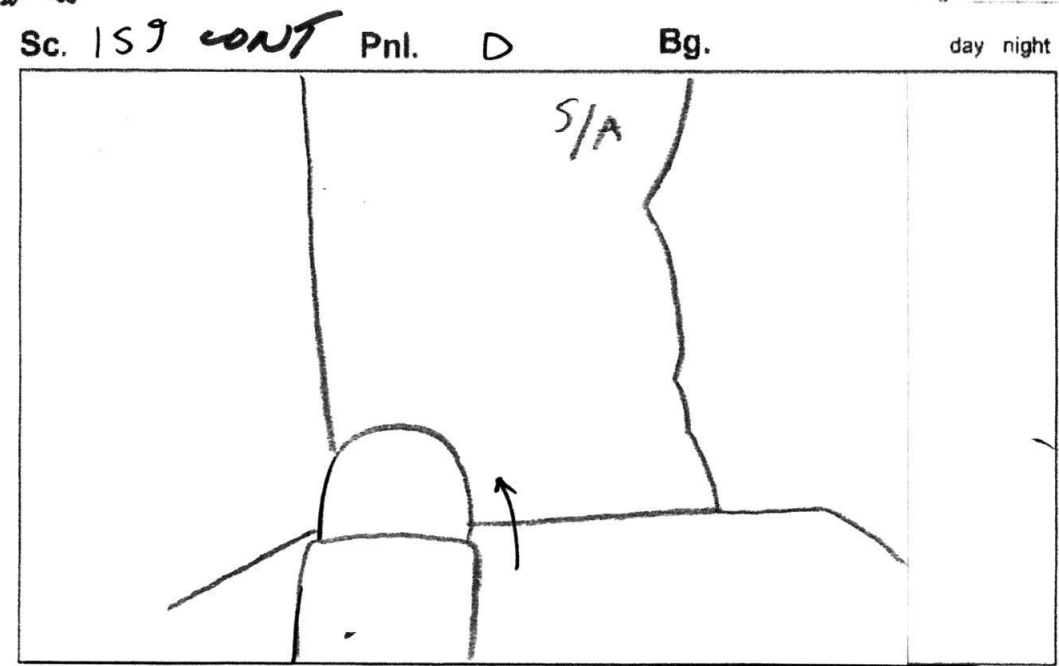
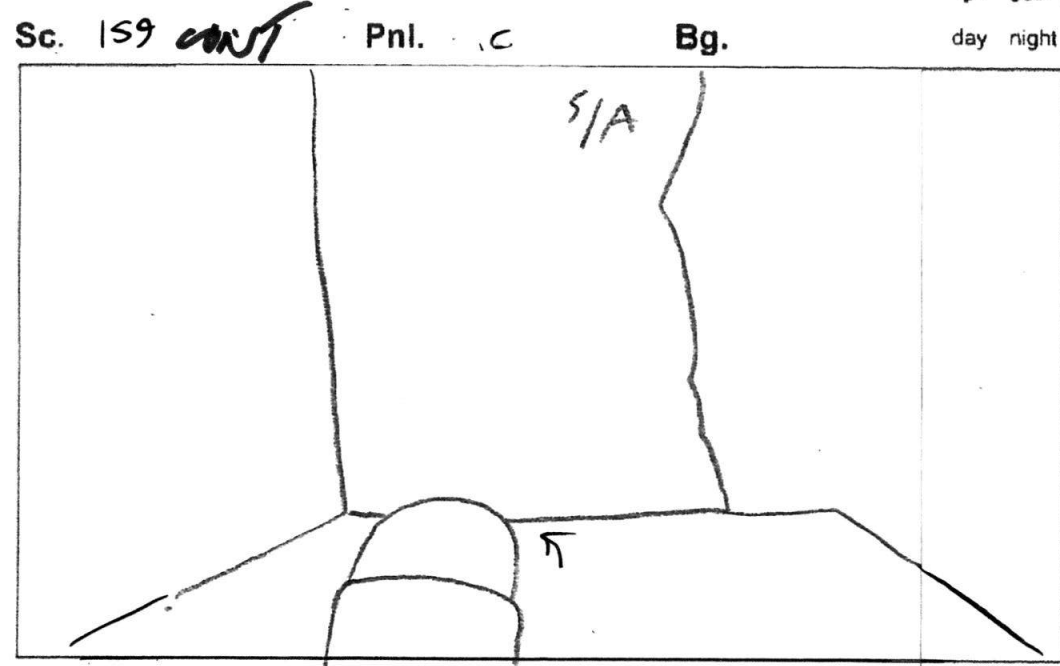
1025/172

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ADVENTURE TIME



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Dialog:

K: JEVER --

Action:

- S. STANDS UP

K: JHAD --

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Timing:

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Production :

1025/172

1025/172

HW
cut

ADVENTURE TIME



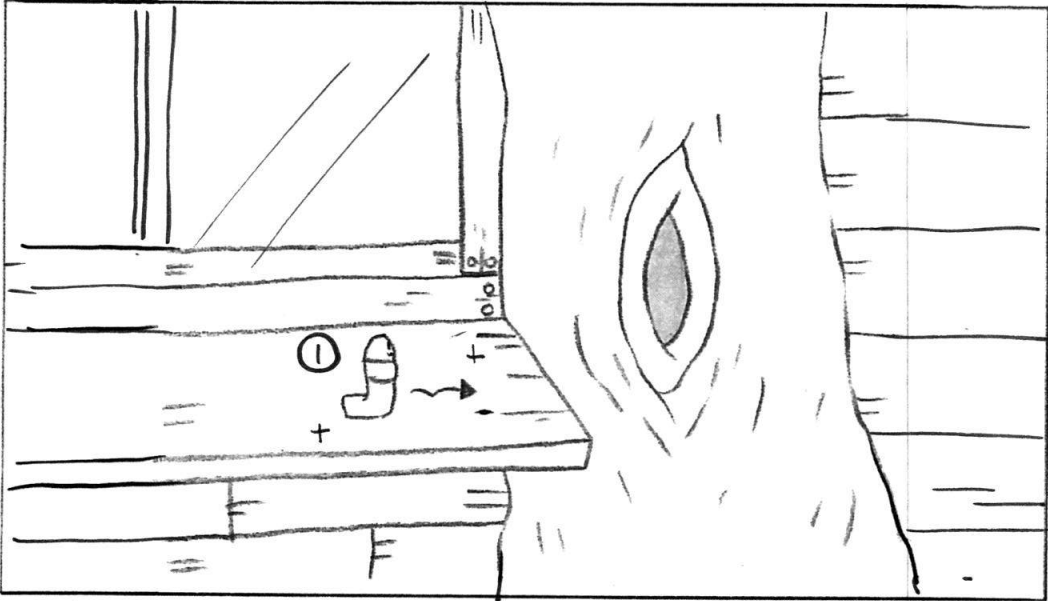
HW
cut

Sc. 160

Pnl. A

Bg.

day night



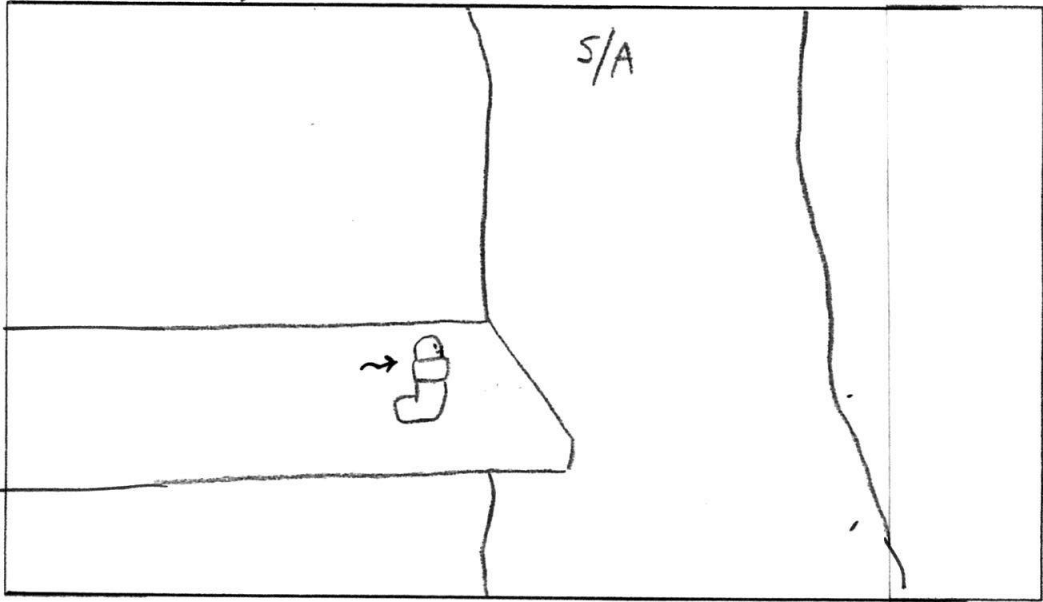
Sc. 160

cont

Pnl. B

Bg.

day night



Dialog:

S+K: NO ONE --

S+K: CAN COMPARE --

Action:

- S. SCOOTCHES FORWARD

Timing:



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His cut

ADVENTURE TIME



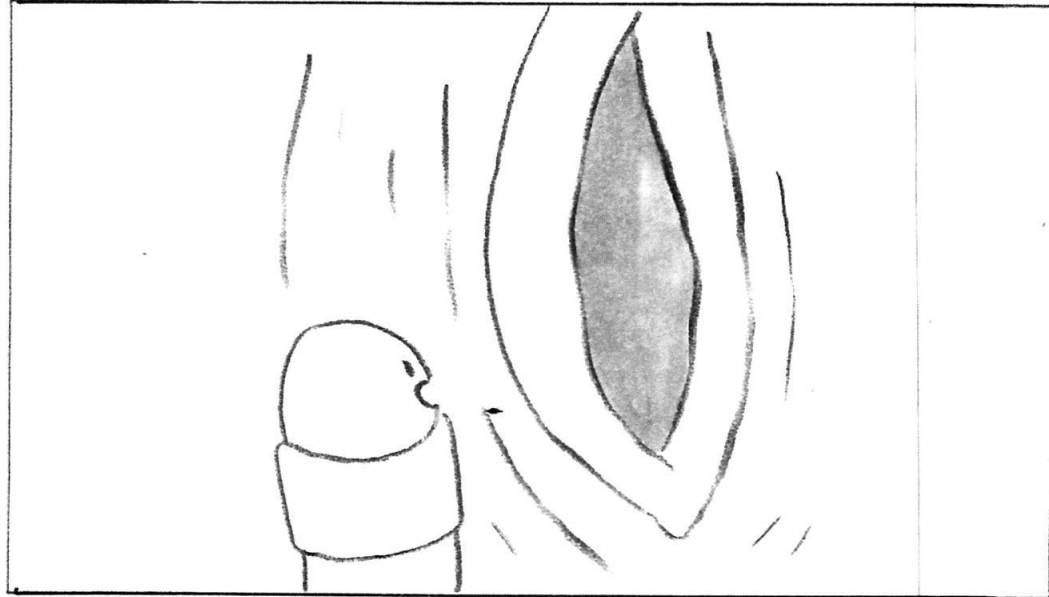
Page 309

Sc. 161

Pnl. A

Bg.

day night

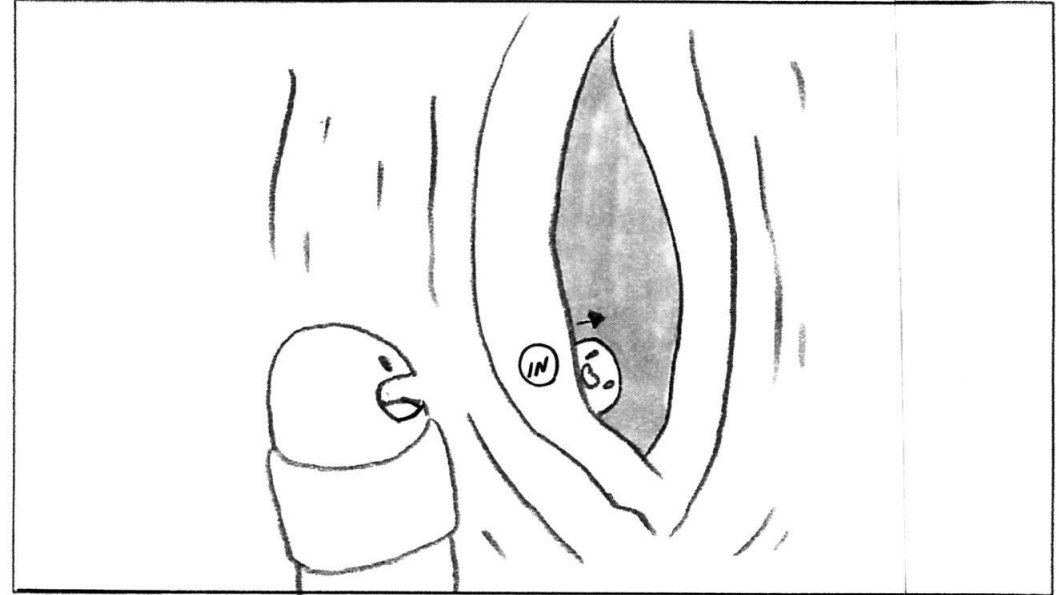


Sc. 161 *CONT*

Pnl. B

Bg.

day night



Dialog:

S+K: ♪ TOGETHER --

Action:

S+K: ♪ WE COULD PROBABLY
FIGHT A BEAR!

- KENT POPS IN

FEB 10 2014

Timing:

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1025/172

Production :

1025/172

ADVENTURE TIME



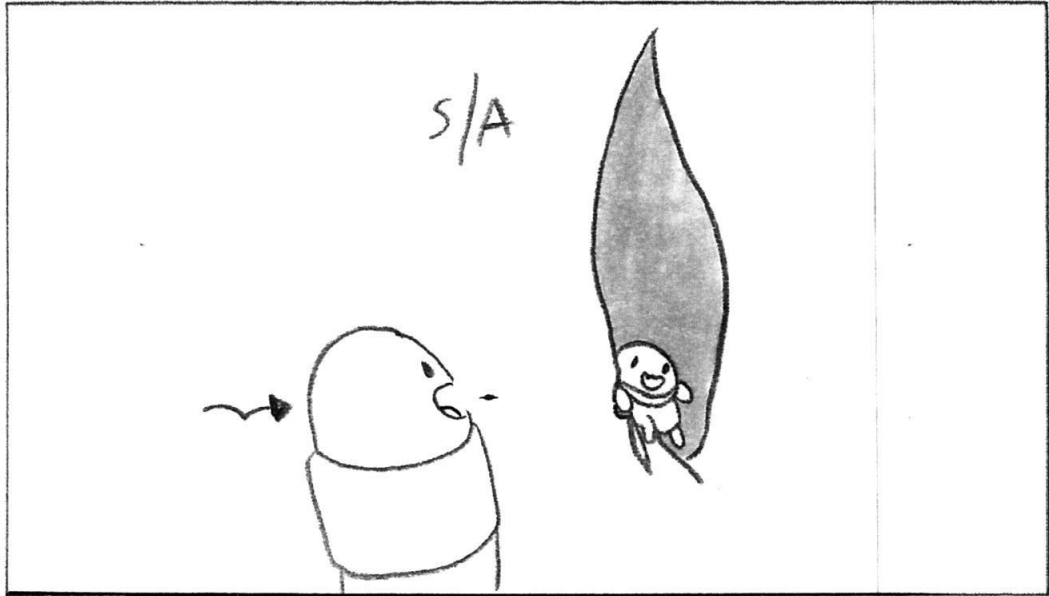
Ho
Cut

Sc. 161 *cont*

Pnl. C

Bg.

day night

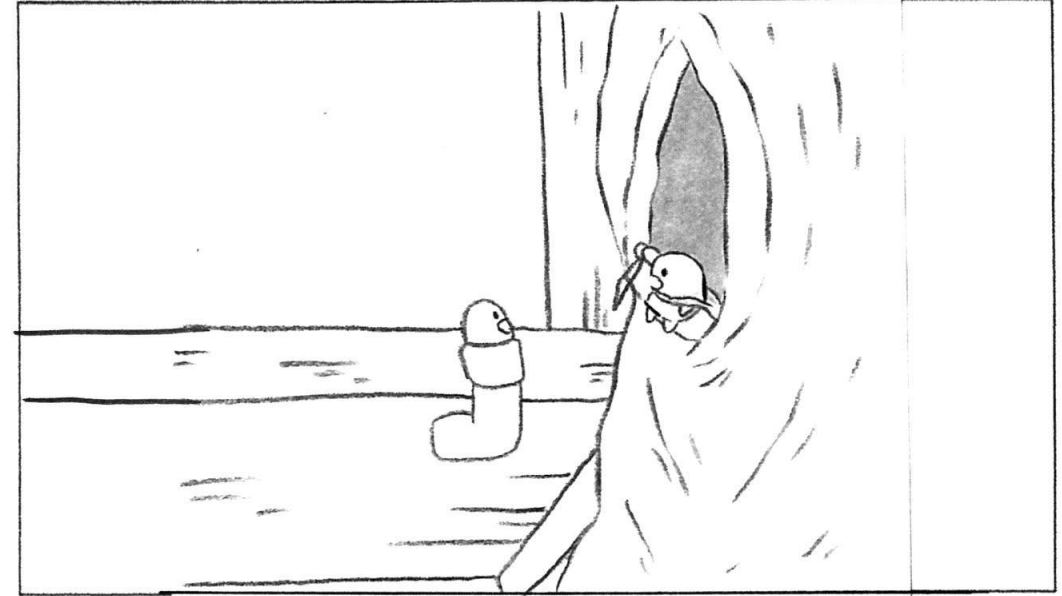


Sc. 162

Pnl. A

Bg.

day night



Dialog:	
<i>S+K</i> : ♪ SO IF YOU'RE SAD SLASH LONELY--	<i>S+K</i> : ♪ DON'T BE , CAUSE --
Action:	
FEB 10 2014	
Timing:	

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1025/172

Production :

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1025/172

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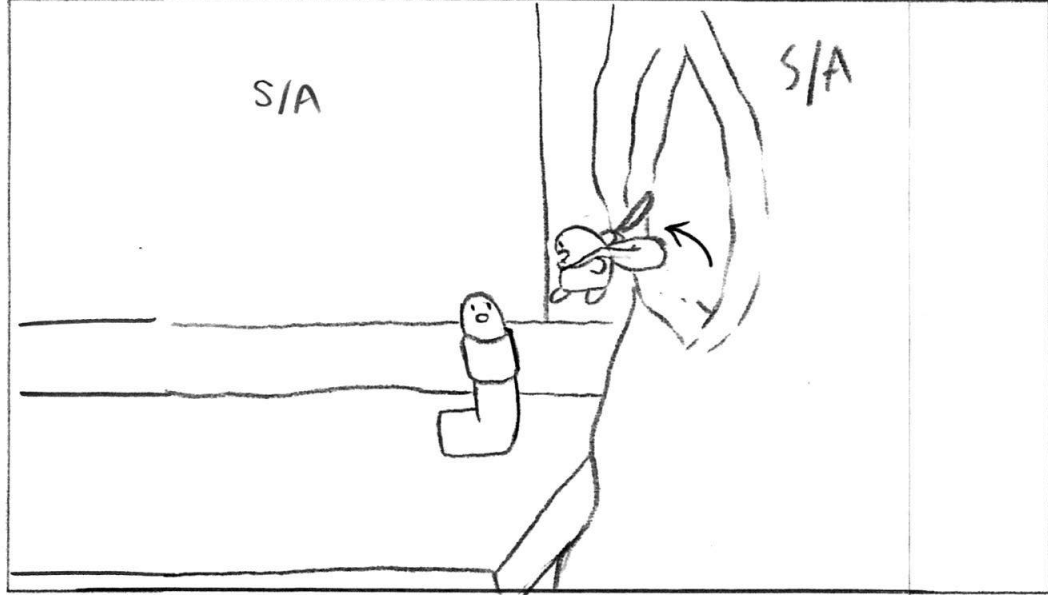
ADVENTURE TIME



Sc. 162 *CONT* Pnl. B

Bg.

day night



Dialog:

S+K: ♪ I'LL --

Action:

- K. HOPS OUT OF KNOT HOLE

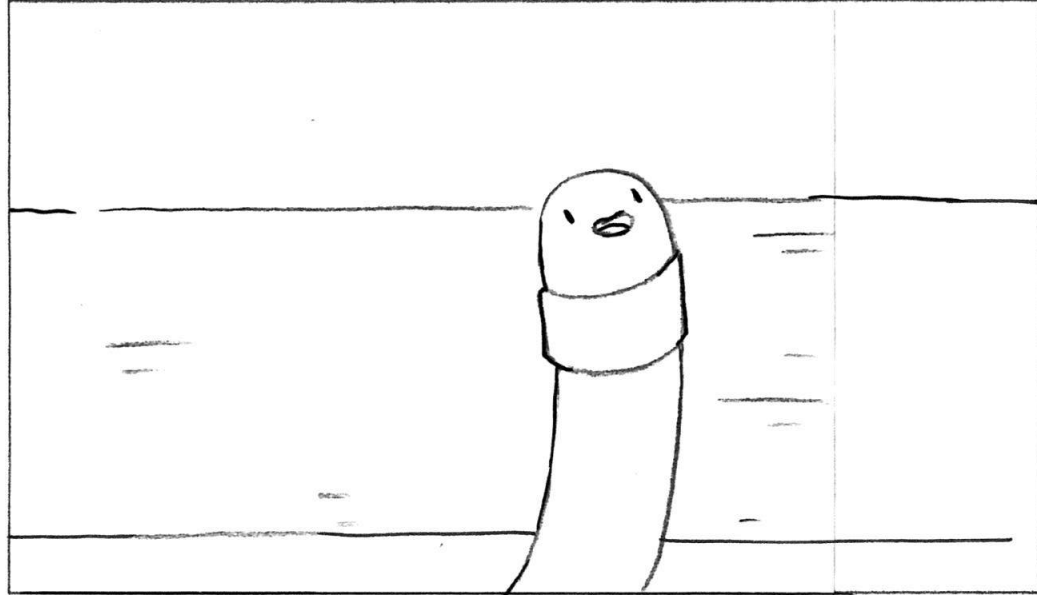
Timing:

Sc. 163

Pnl. A

Bg.

day night



S+K: ♪ BE --

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EPISODE # 1025-172

1025/172

Production :

ADVENTURE TIME



Sc. 163 *cont* Pnl. B Bg. ^(IN) day night

Sc. 163 *cont* Pnl. C Bg. day night

Dialog:	
S+K: ♪ RIGHT --	S+K: ♪ HERE --
Action:	- K. LEAPS ON/S
Timing:	

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Production :

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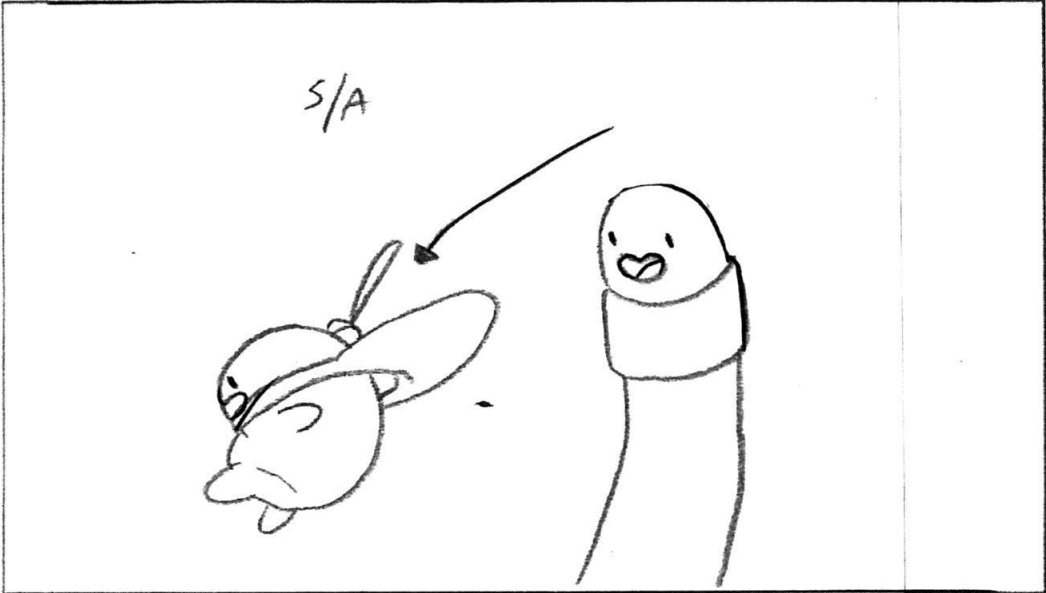
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Ho cut

Sc. 163 *cont* Pnl. D

Bg.

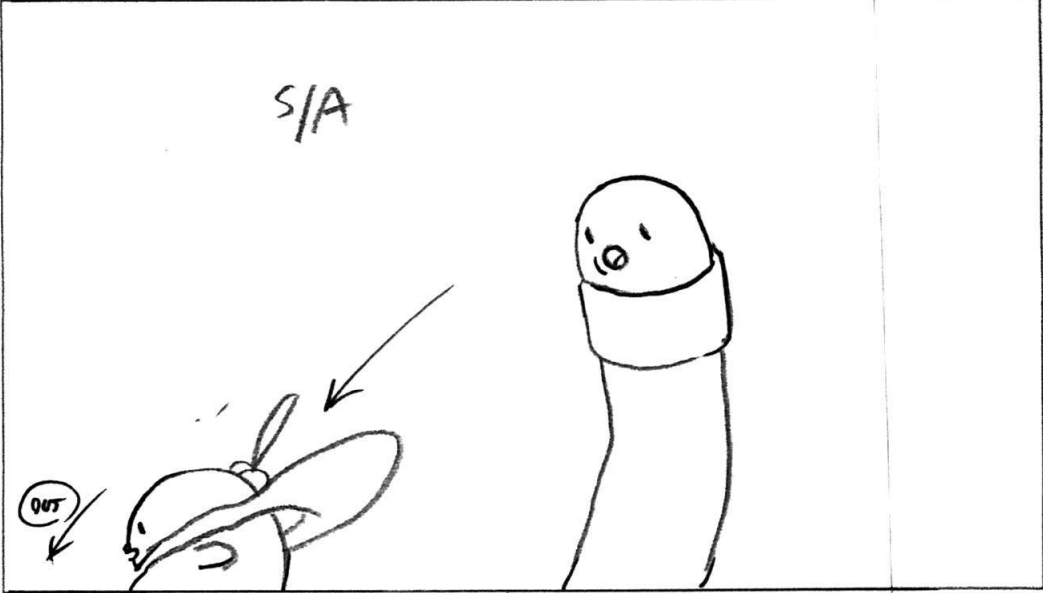
day night



Sc. 163 *cont* Pnl. E

Bg.

day night



Dialog:

S+K: ♪ NEXT

Action:

S+K: ♪ TO YOU

FEB 1 0 2014

Timing:

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Production :

1025/172

100
cut

ADVENTURE TIME



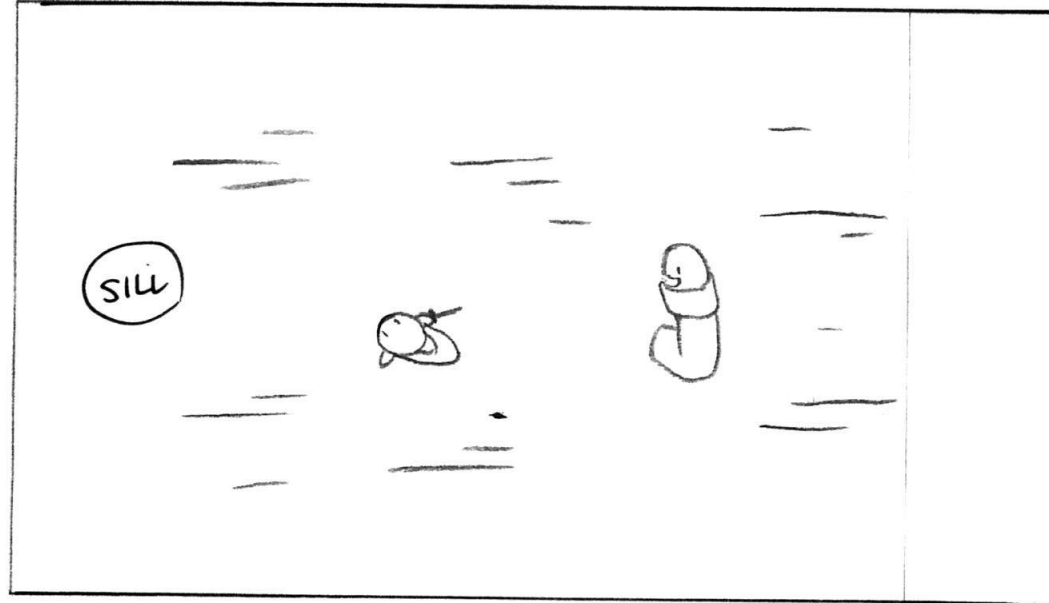
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Sc. 164

Pnl. A

Bg.

day night

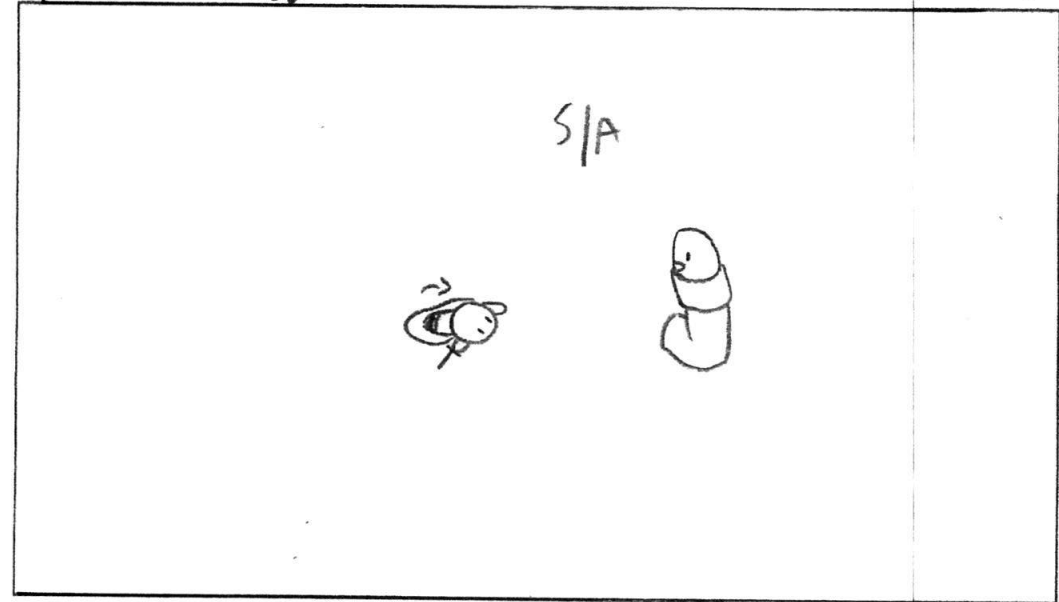


Sc. 164 *cont*

Pnl. B

Bg.

day night



Dialog:

S+K: ♪ CAUSE --

Action:

S+K: ♪ THAT'S --

- K TURNS TOW

FEB 10 2014

Timing:

EPISODE # 1025-172

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Production :

1025/172

ADVENTURE TIME



the cut

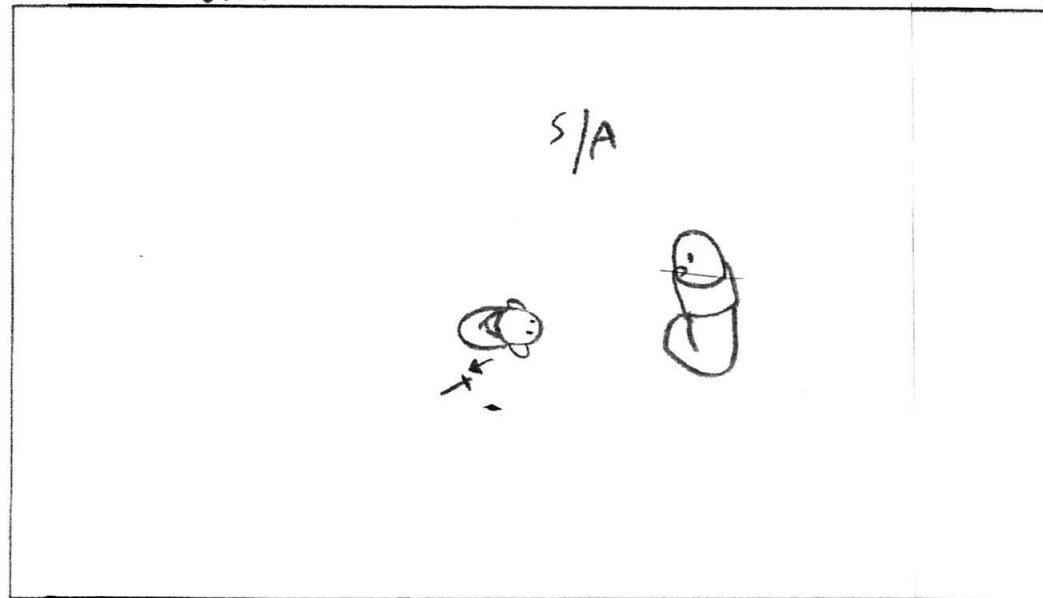
Page 315

Sc. 164 *cont*

Pnl. C

Bg.

day night

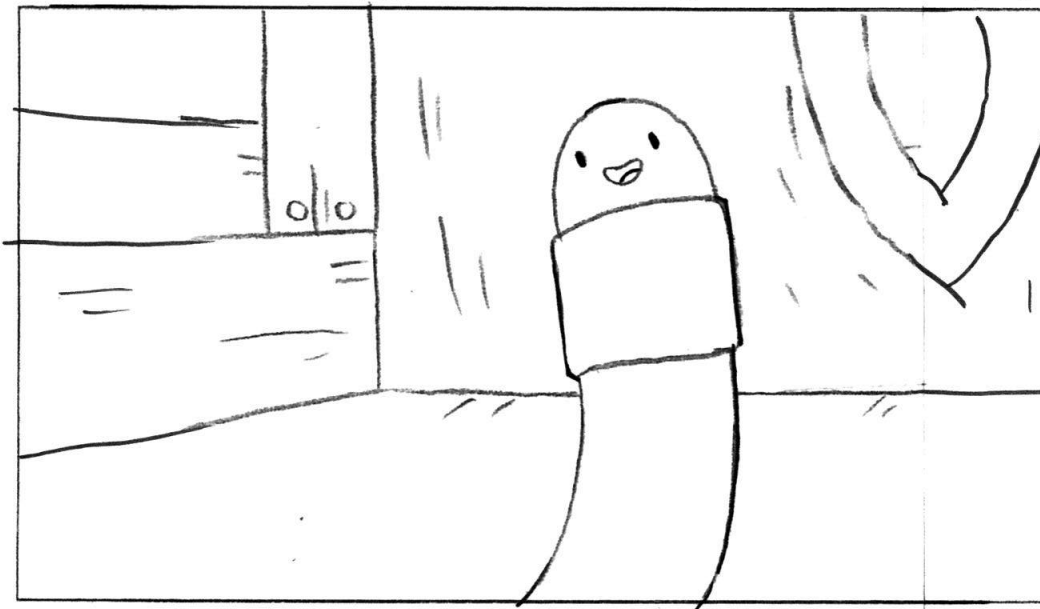


Sc. 165

Pnl. A

Bg.

day night



Dialog:

S+K: ♪ WHAT --

S: ♪ BIG K: ♪ LITTLE

Action:

KENT DROPS SWORD

FEB 10 2014

Timing:

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Production :

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1025/172

ADVENTURE TIME

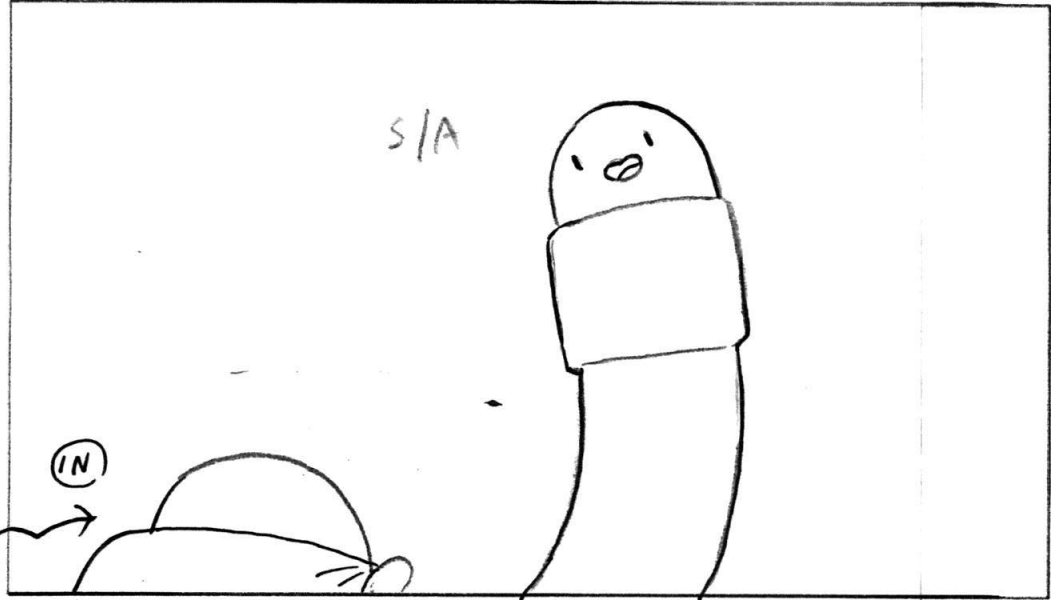


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Sc. 165 *cont* Pnl. B

Bg.

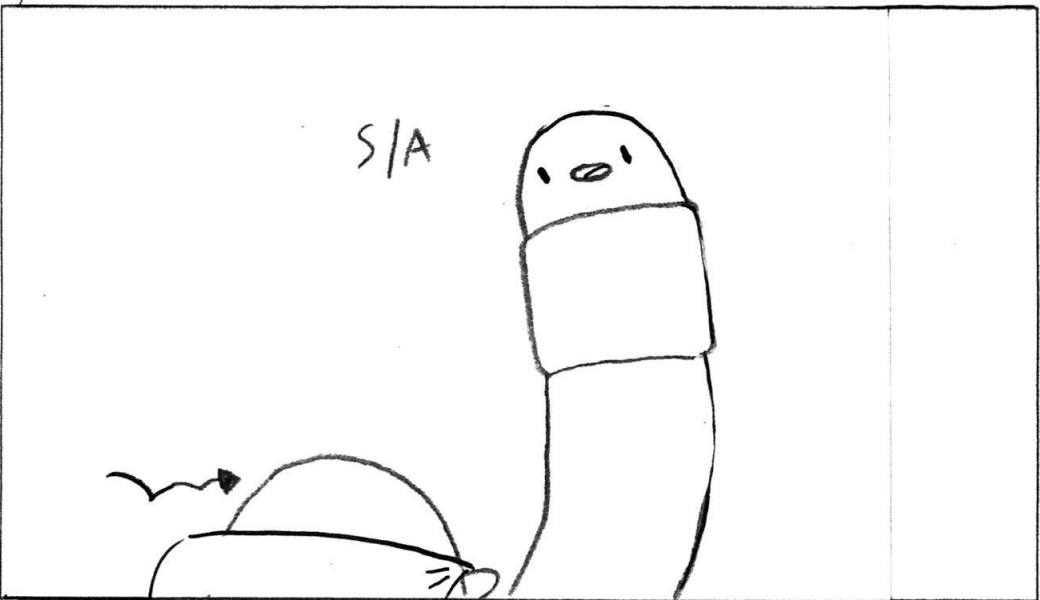
day night



Sc. 165 *cont* Pnl. C

Bg.

day night



Dialog:

S+K: ♪ BROTHERS --

Action:

- SHELBY RUNS ON/S

S+K: ♪ ARE SUPPOSED --

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Timing:

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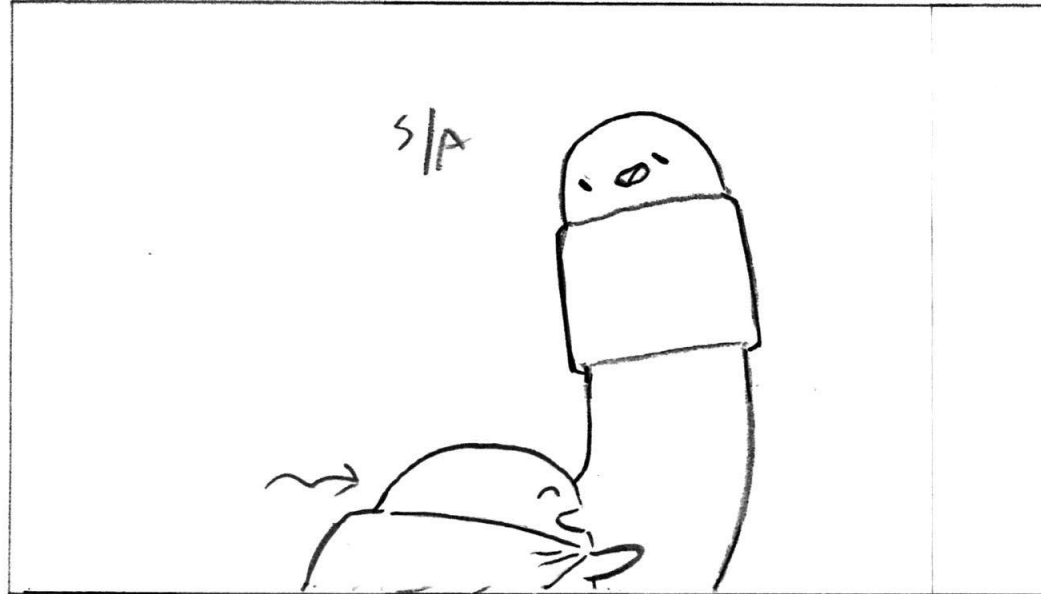


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Sc. 16S *CONST* Pnl. D

Bg.

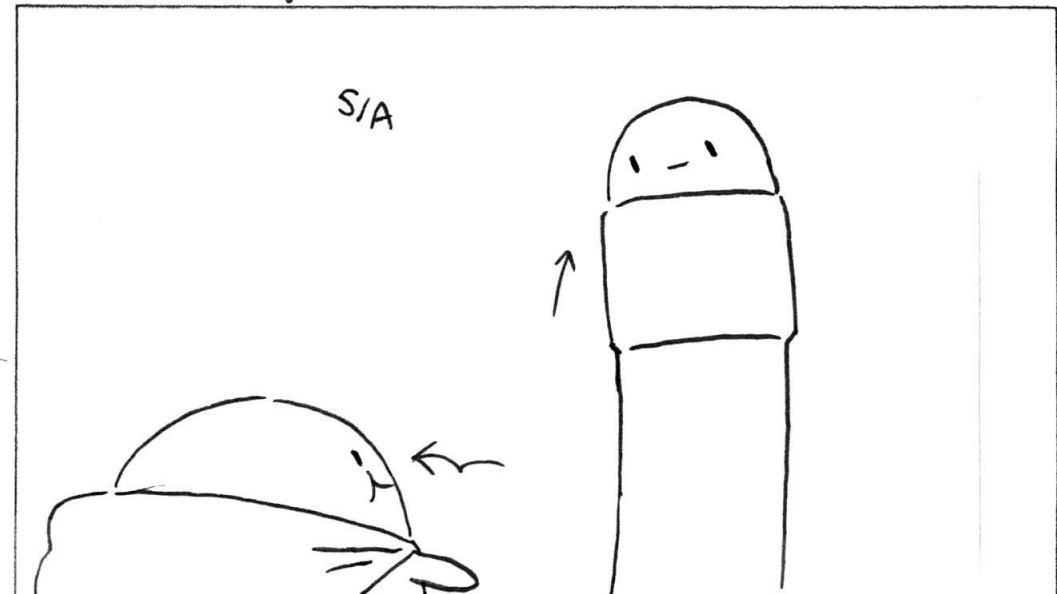
day night



Sc. 16S *CONST* Pnl. E

Bg.

day night



Dialog:

S+K: TO DO

< SONG
ENDS >

Action:

- KENT HUGS SHELBY.

- K BACKS AWAY FROM S.

Timing:

FEB 10 2014

Production :

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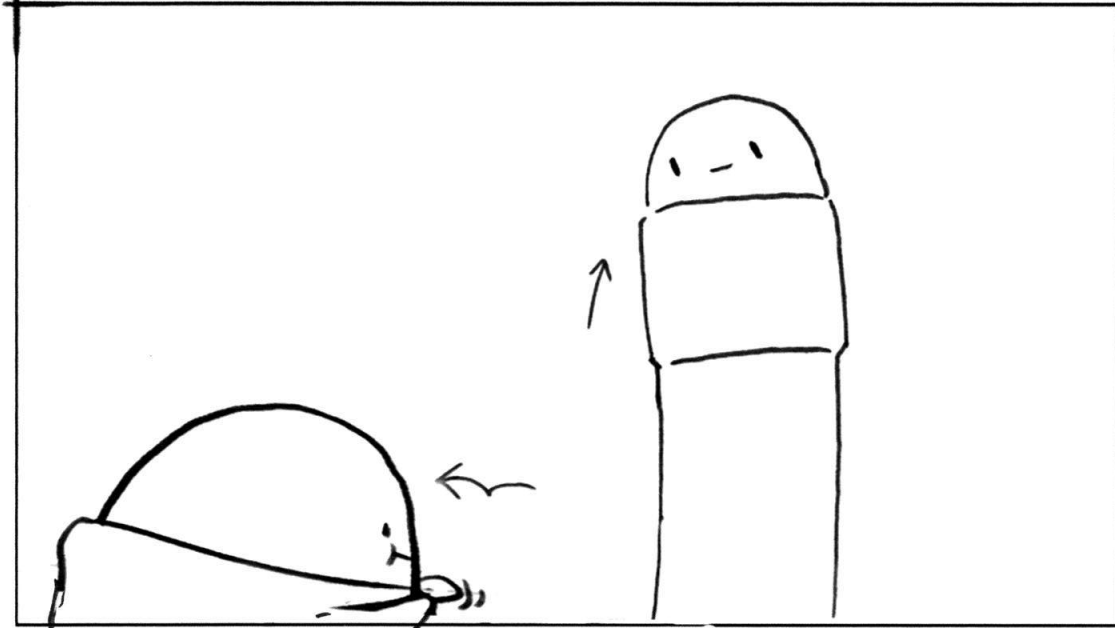
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ADVENTURE TIME

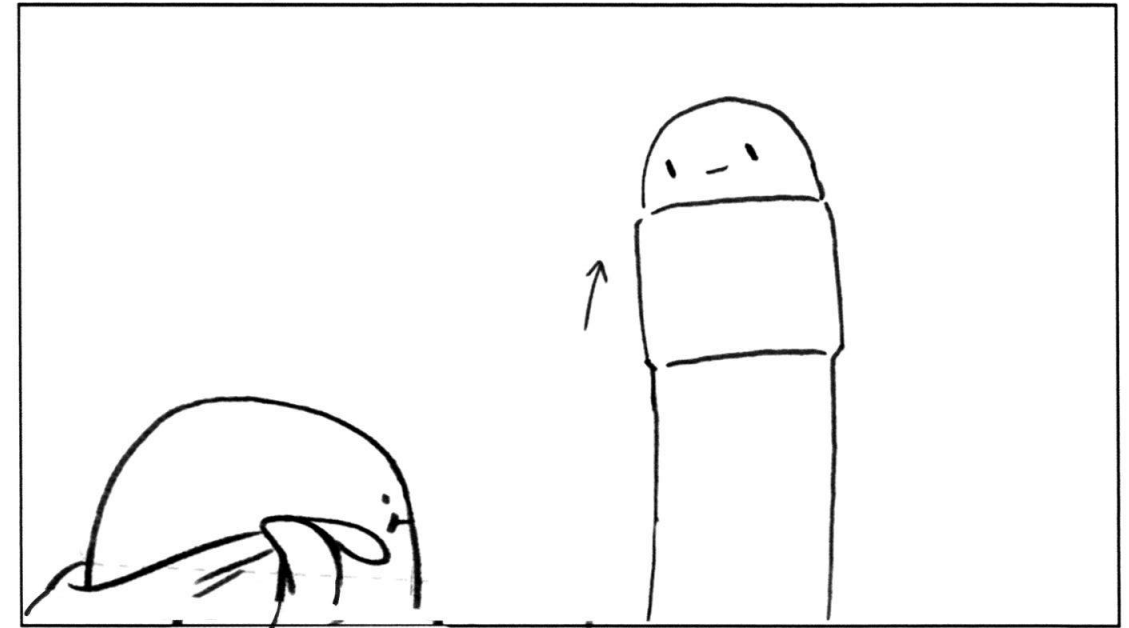


Page 3/8

Sc. 165 cont Pnl. F Bg. day night



Sc. 165 cont Pnl. G Bg. day night



Dialog:

Action:

- K UNTIES PACK.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

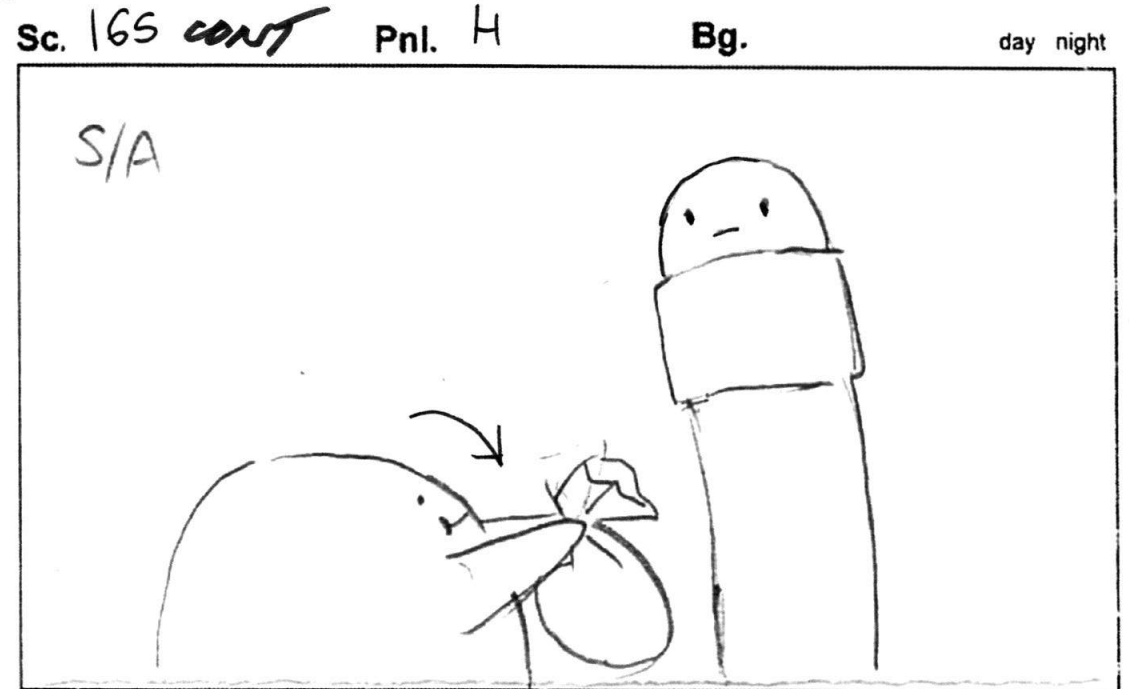
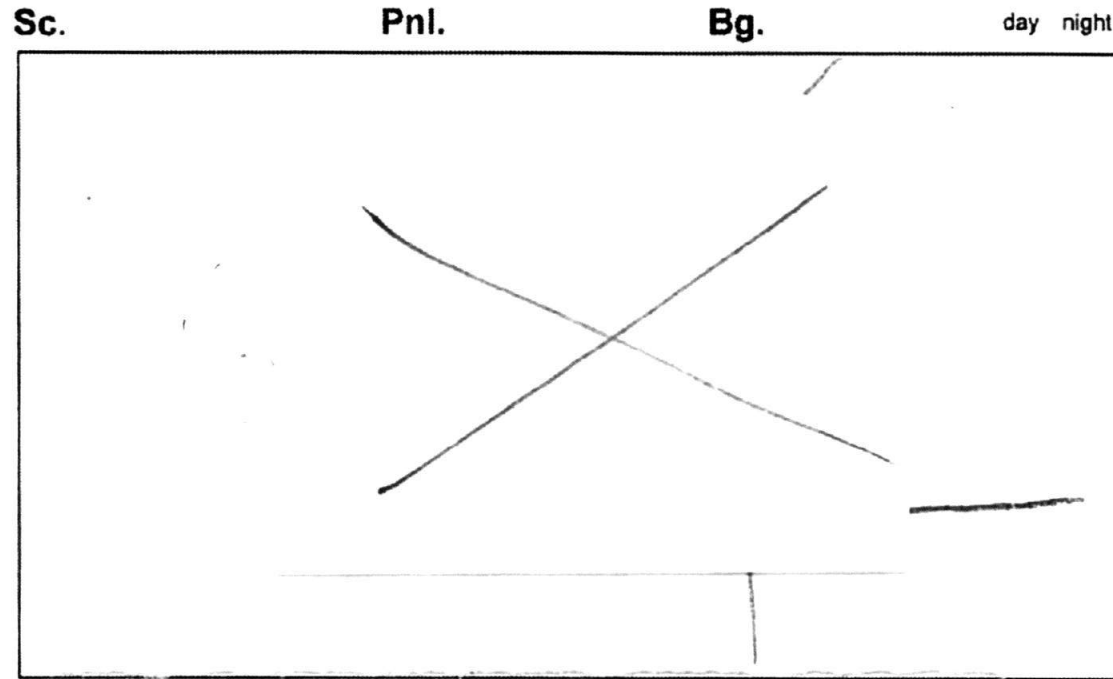
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ADVENTURE TIME



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Dialog:

Action:

- K. BACKS UP
AND HOLDS UP SACK.

FEB 10 2014

Timing:

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Production :

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ADVENTURE TIME



REVISED
2/11/14

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Sc. 165 cont Pnl. I

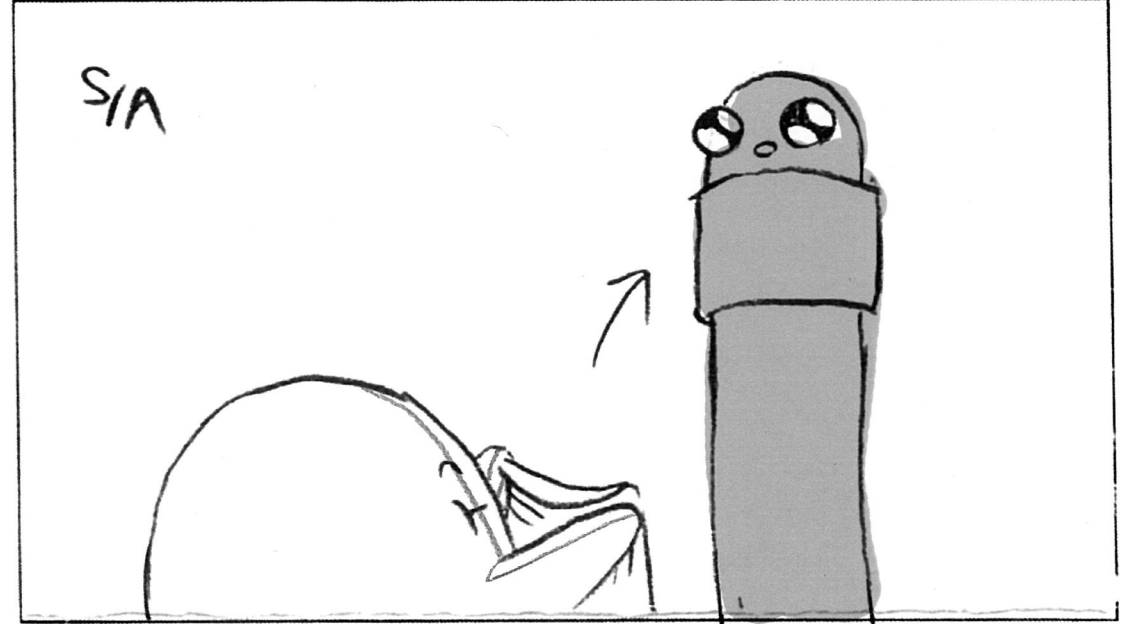
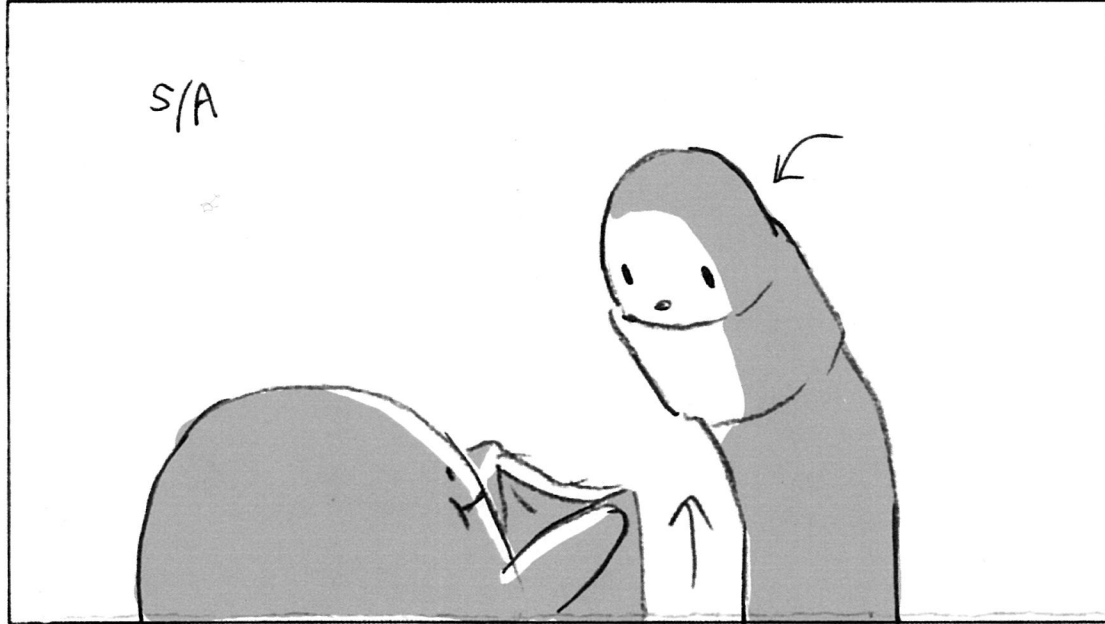
Bg.

day night

Sc. 165 cont Pnl. J

Bg.

day night



Dialog:

SHELBY: WHOOA.

Action:

- K. HOLDS OPEN
SACK.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

1025/172

1025/172

the cut

ADVENTURE TIME

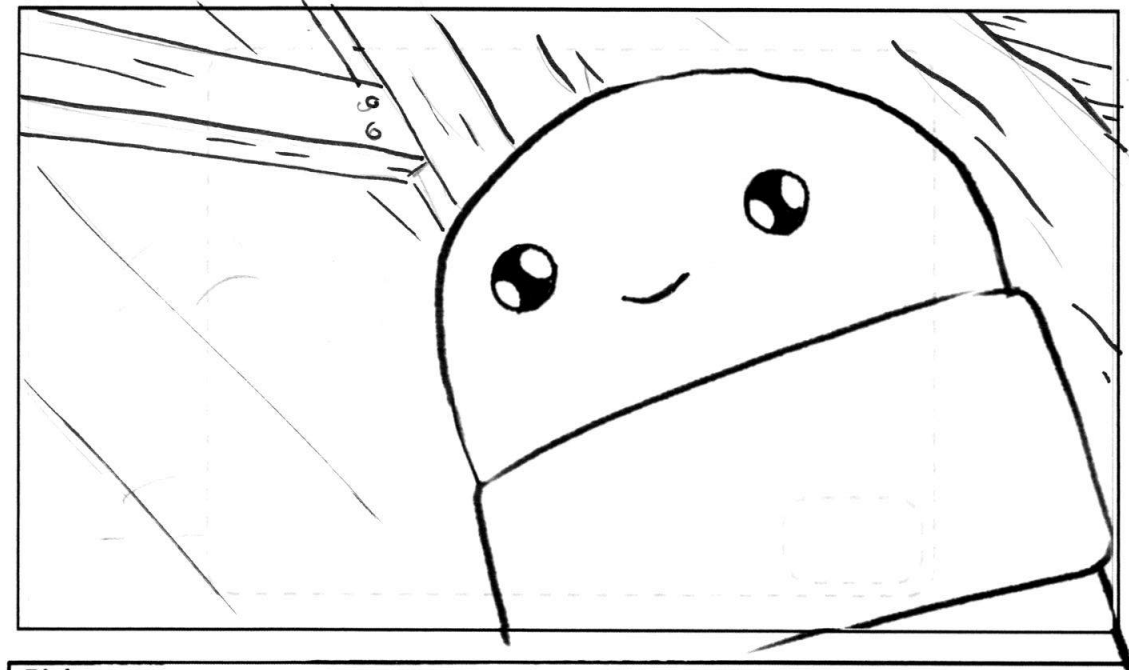


Sc. 166

Pnl. A

Bg.

day night



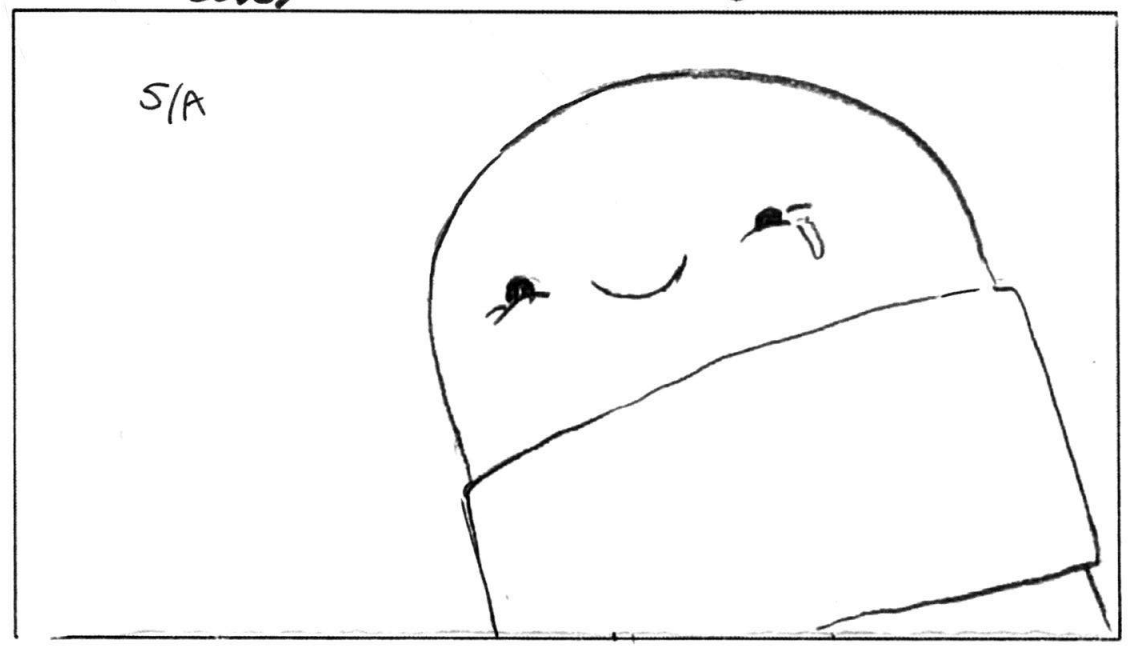
Sc. 166

cont

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

S: SNF.

- SINGLE TEAR.

FEB 10 2014

Production :

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cut

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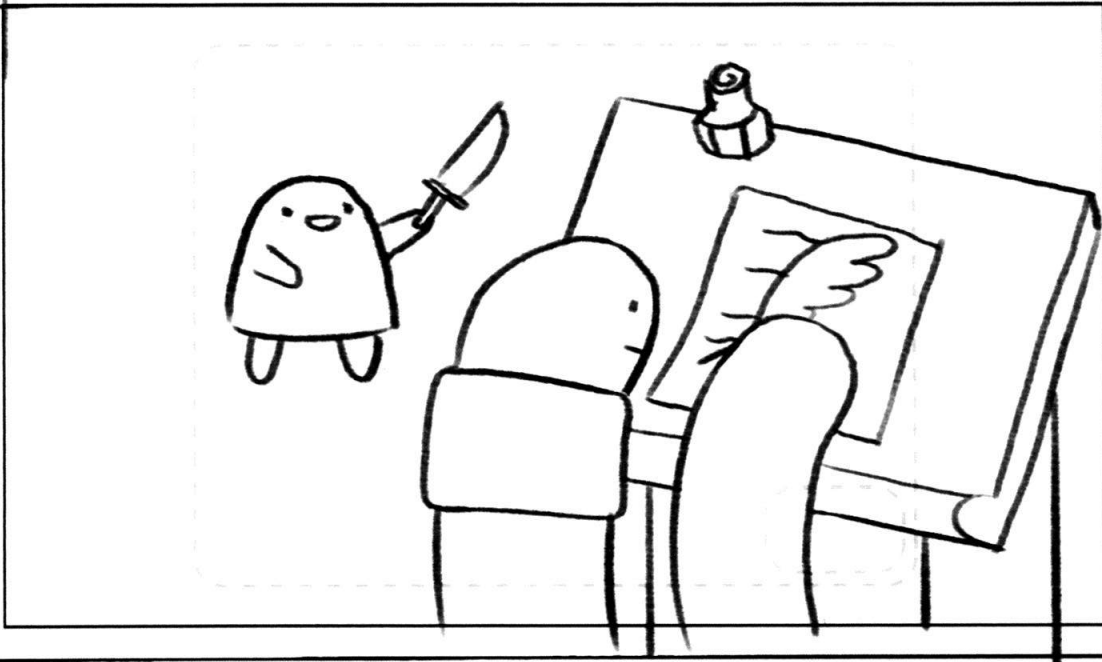
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Cut

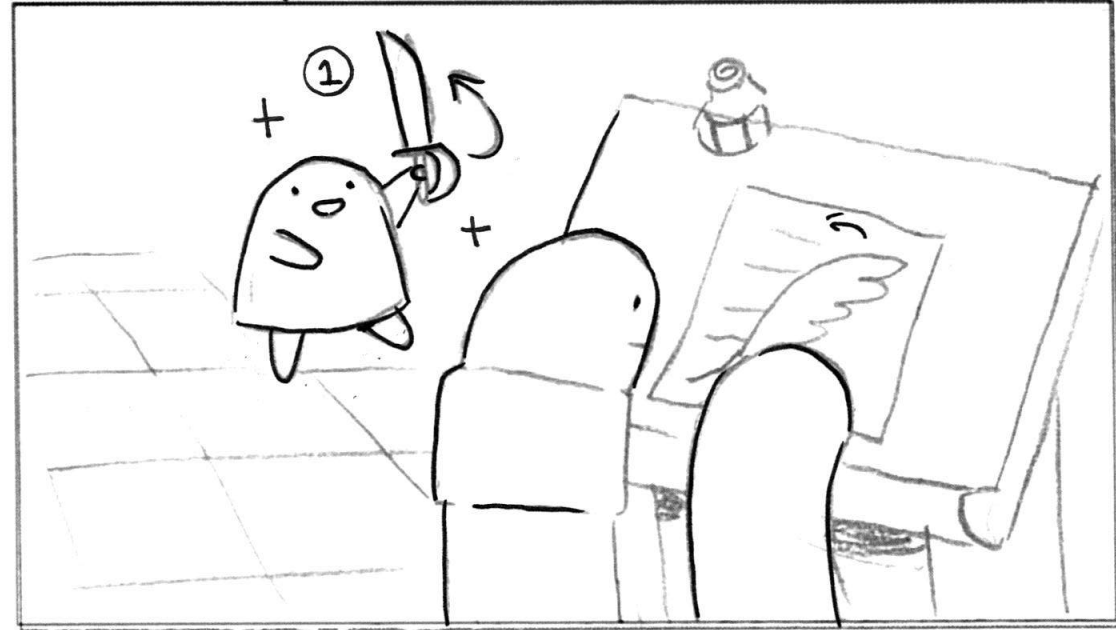
ADVENTURE TIME



Sc. 167 Pnl. A Bg. day night



Sc. 167 CONT Pnl. B Bg. day night



Dialog:
S: (vo) KENT PROCEEDED TO RELATE HIS FANTASTIC JOURNEY TO ME...
S: (vo) IT WAS ALL SUPER GOOD...

Action:
- K. GESTURES
- SHELBY WRITES.

Timing:
+ (A1) + (2) - (A2) + (3)

FEB 10 2014

Production :

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Cut

NTURE TIME

USE
SC. 57



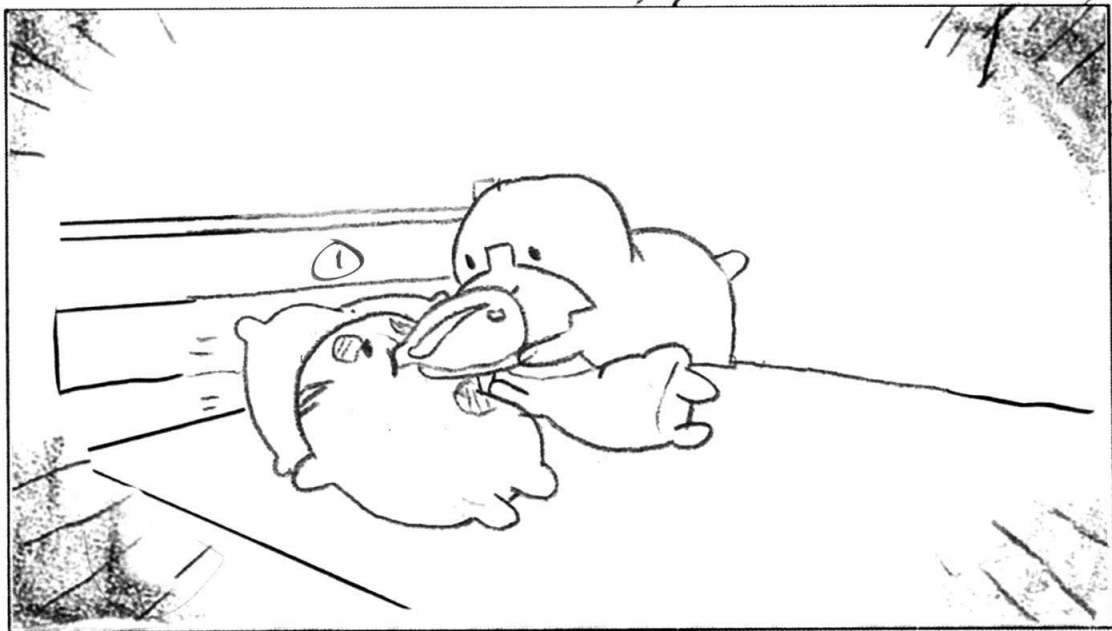
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Sc. 168

Pnl. A

Bg.

day night

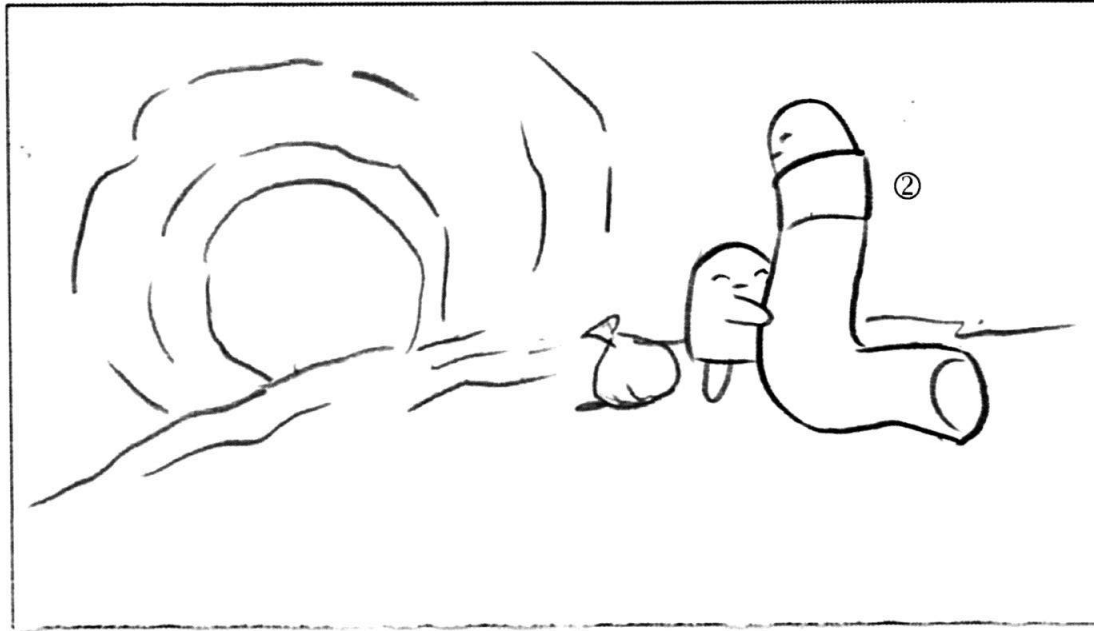


Sc. 169

Pnl. A

Bg.

day night



Dialog:

S: (V/O) BUT HE HAD ALSO
PARTAKEN THE FOOD
OF THE UNDERWORLD..

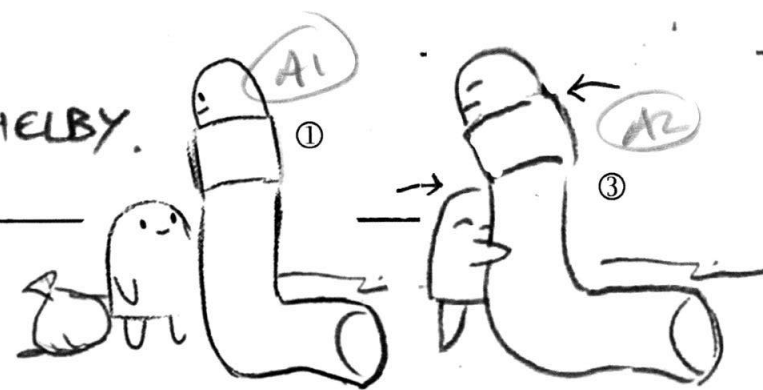
Action:

- FLASHBACK TO EARLIER
OF K. DRINKING DEW.

Timing:



- KENT HUGS SHELBY.



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1025/172

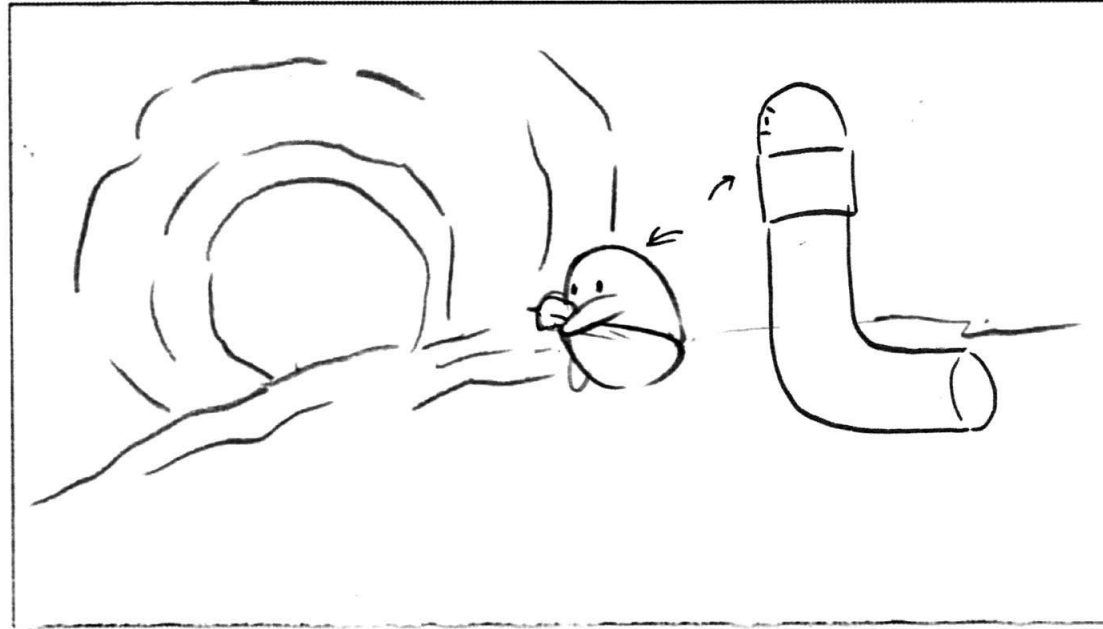
Production :

ADVENTURE TIME



Page 324

Sc. 169 *CONT* Pnl. B Bg. day night



Sc. 169 *CONT* Pnl. C Bg. day night



Dialog:

S: ^(vo) AND SO HE WAS COMPELLED TO
RETURN THERE BY DEWDROP LAW...

Action:

- K. PICKS UP PACK

- K. SLINGS PACK ON BACK.

FEB 10 2014

Timing:

EPISODE # 1025-172

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Production :

1025/172

1025/172

ADVENTURE TIME

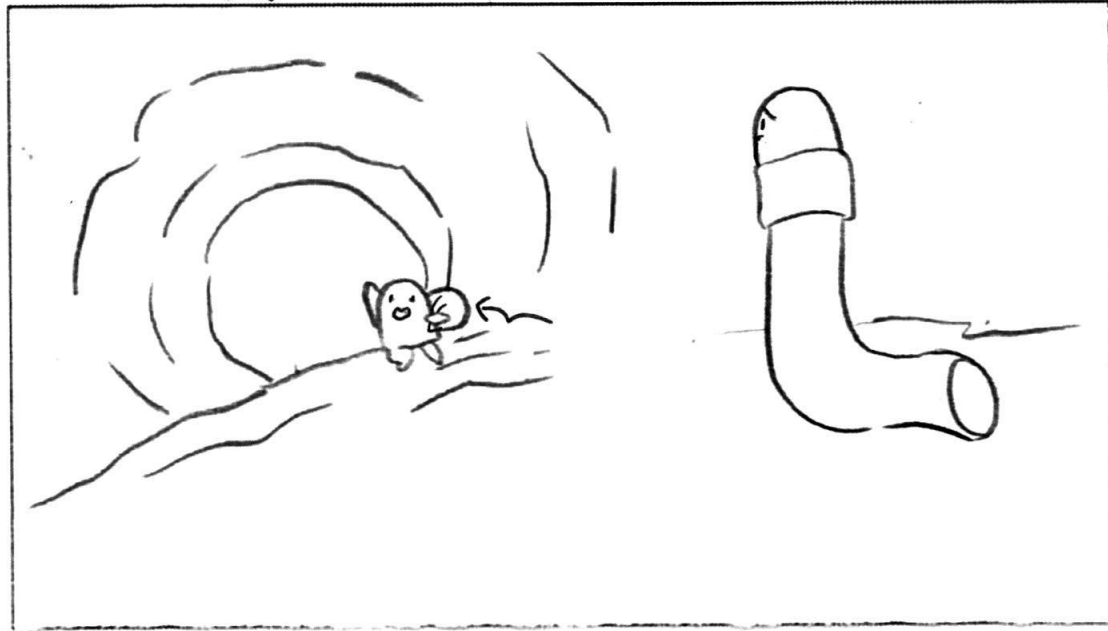


Page 325
NO PG-326
day night

Sc. 169 *cont* Pnl. D

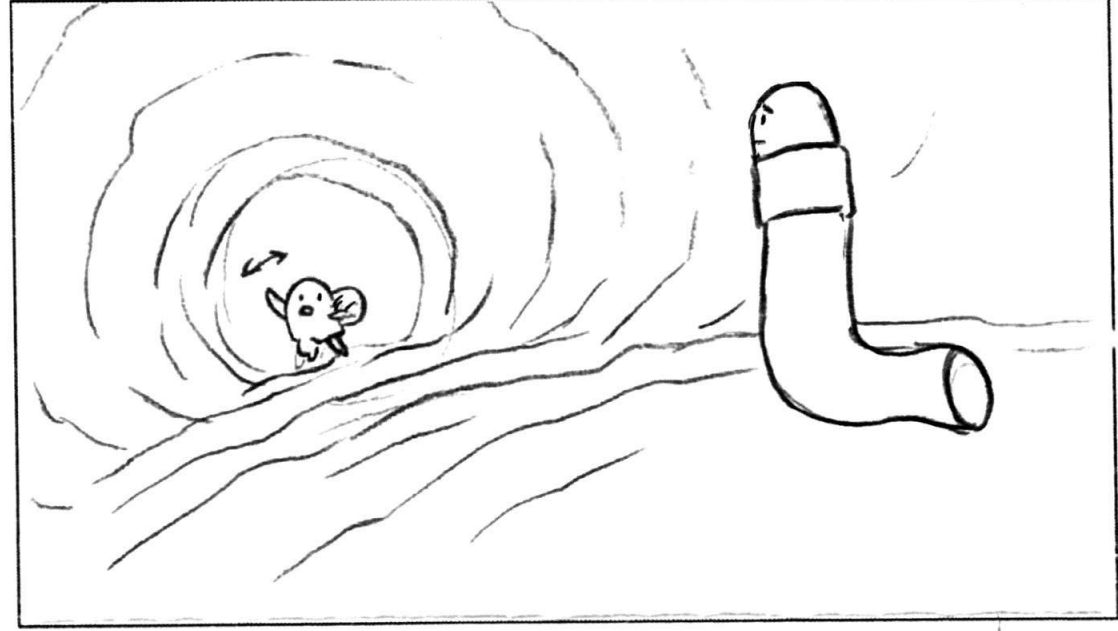
Bg.

day night



Sc. 169 *cont* Pnl. E

Bg.



Dialog:

S: (V/L) THAT'S WHAT
HE SAID AT LEAST...

Action:

- K. WAVES AS HE WALKS AWAY.

Timing:

FEB 10 2014

Production :

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1025/172

1025/172

Cut

ADVENTURE TIME



Page 327

Sc. 170

Pnl. A

Bg.

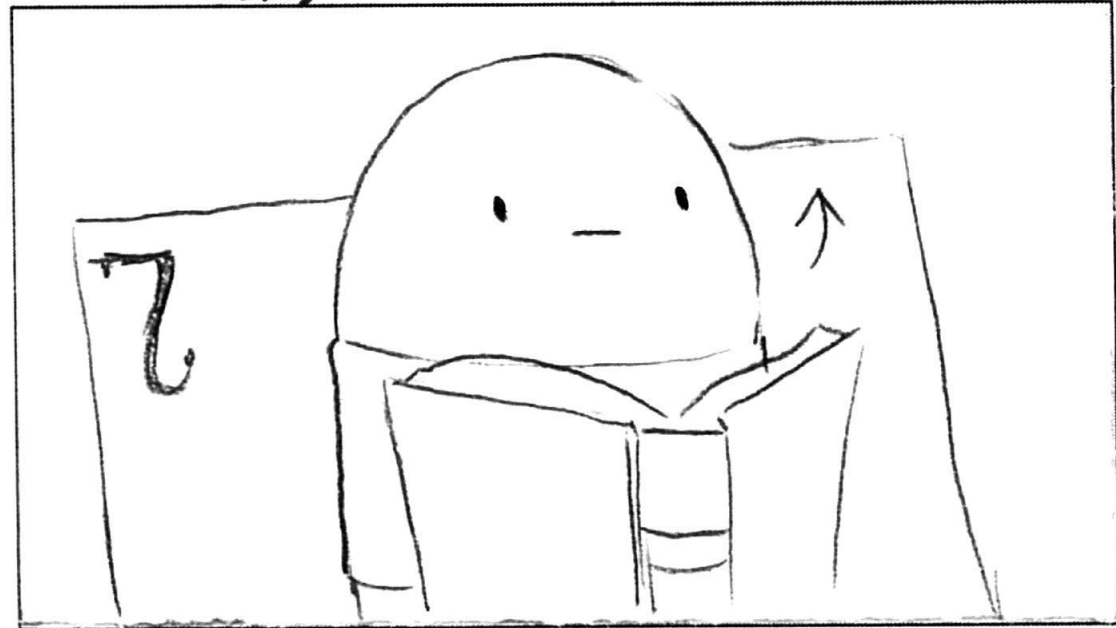
day night

Sc. 170

CONT Pnl. B

Bg.

day night



Dialog:

S (V/O)

Maybe he was having second thoughts
about infinite riches --

S: (V/O)

TRUE LOVE, AND
ETERNAL LIFE...

Action:

- S. LOOKS UP.

FEB 10 2014

Timing:

EPISODE # 1025-172

Production :

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1025/172

HV
cut

ADVENTURE TIME



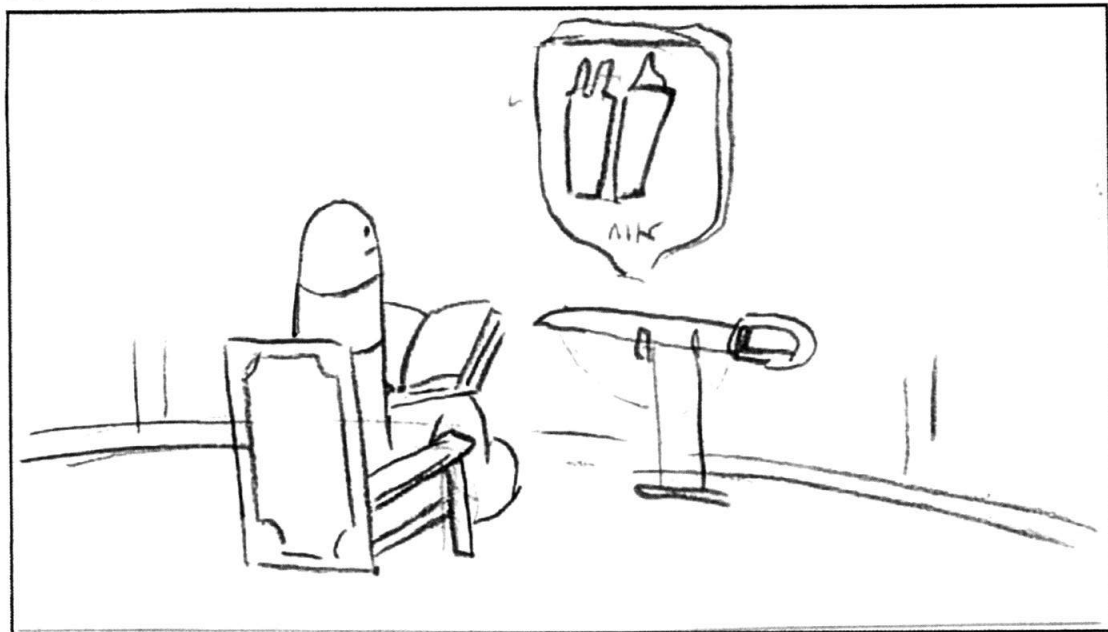
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Sc. 171

Pnl. A

Bg.

day night



Sc. 172

Pnl. A

Bg.

day night



Dialog: S (V.O.)

Or maybe he just decided that fighting bad guys --

S (V.O.) WASN'T --

Action:

- S. STARES AT M. KING'S TEETH
AND SWORD

FEB 10 2014

Timing:

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Production :

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1025/172

ADVENTURE TIME



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Sc. 172 *CONT* Pnl. B

Bg.

day night



Sc. 172 *CONT* Pnl. C

Pnl. C

Bg.

day night



S: (V/O)

REALLY HIS DEAL...

- RAT KING CRAWLS ON/S.

FEB 10 2014

Timing:

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Production :

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ADVENTURE TIME



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Sc. 172 *CONT* Pnl. D

Bg.

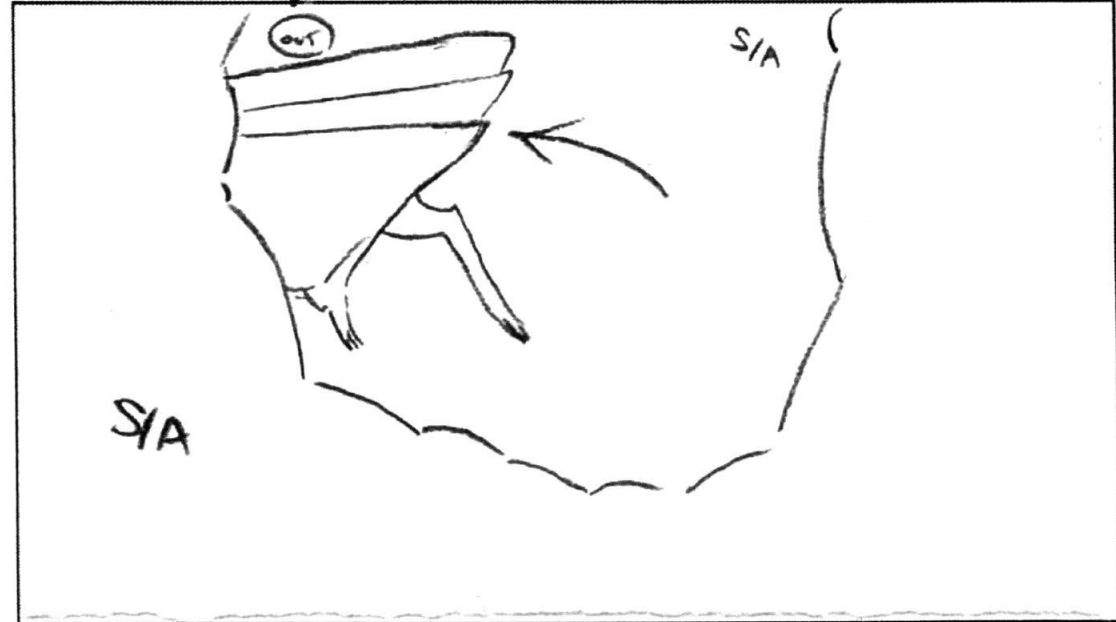
day night



Sc. 172 *CONT* Pnl. E

Bg.

day night



Dialog:

RK * GUMS SMACKING *

Action:

-TOOTHLESS MOUSE KING
WHIMPERS IN TUNNEL.

- MK RUNS OFF/S

FEB 10 2014

Timing:

Production :

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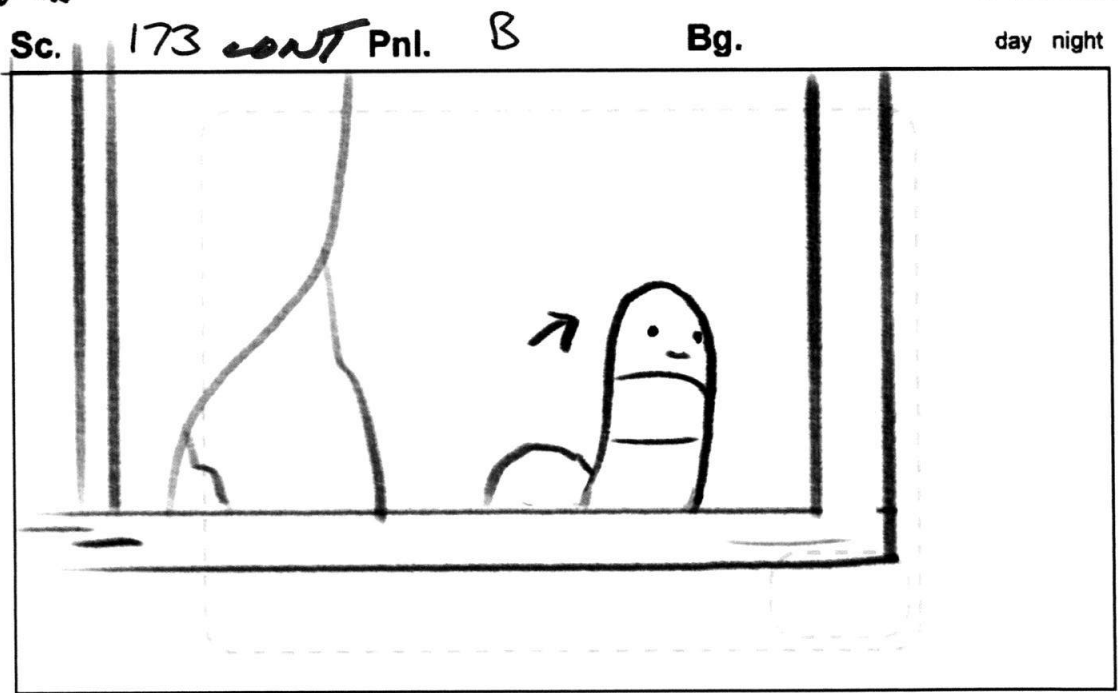
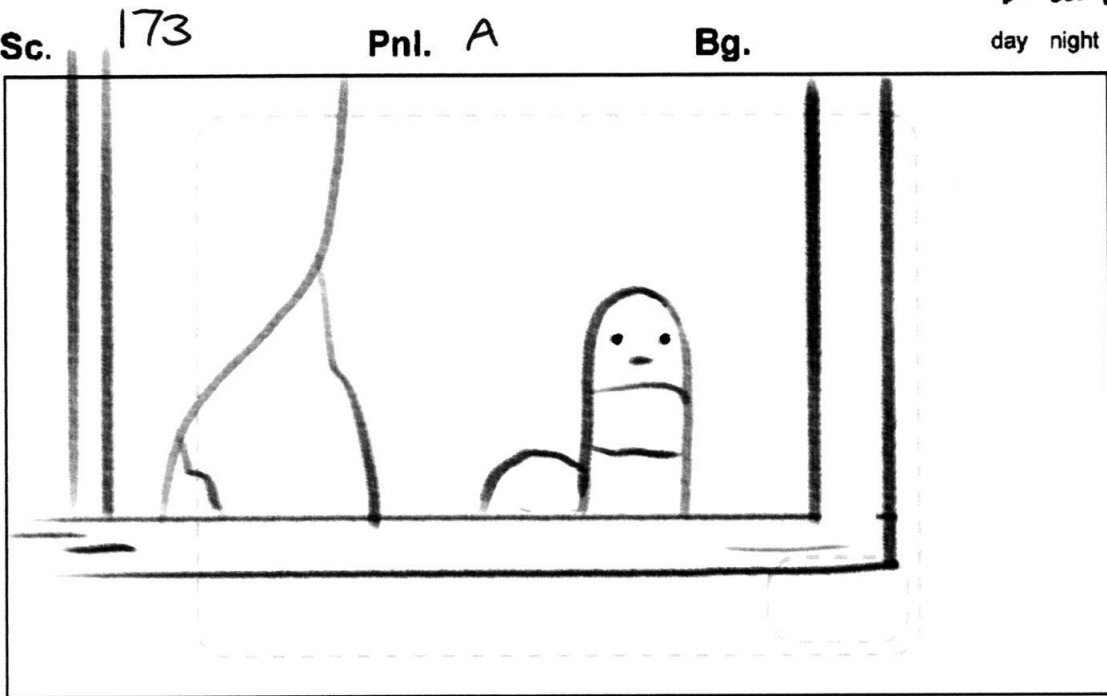
1025/172

Cut

ADVENTURE TIME



Cut



Dialog:	<u>S</u> : (vo) But I do know this...	<u>S</u> : (vo) FREE FROM THE RAT KING'S CURSED TEETH ...
Action:		
Timing:		

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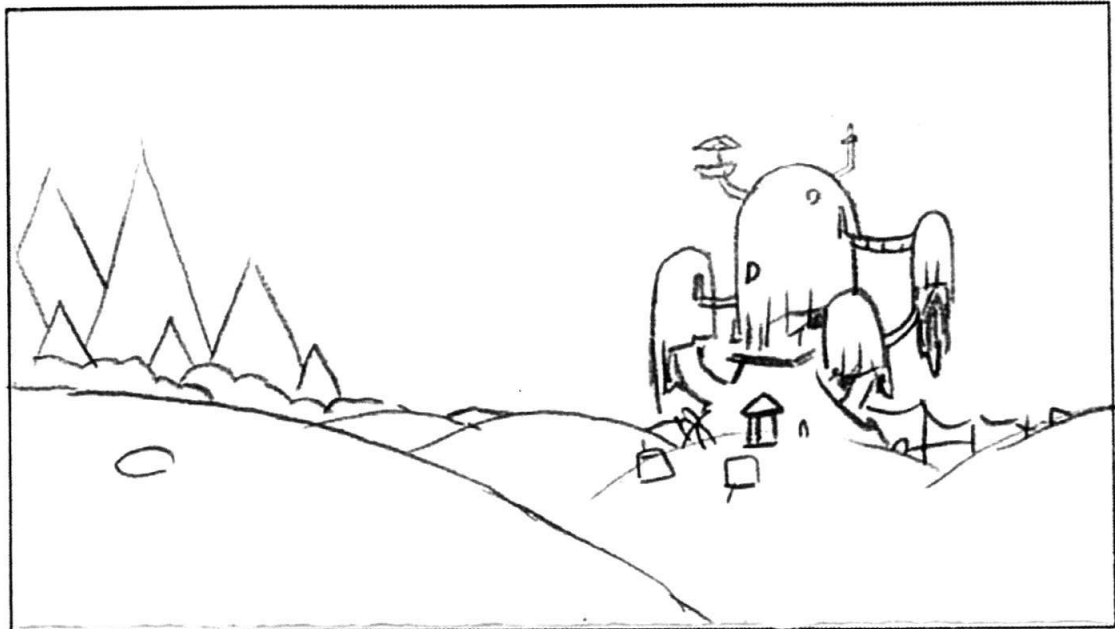


Sc. 174

Pnl. A

Bg.

day night

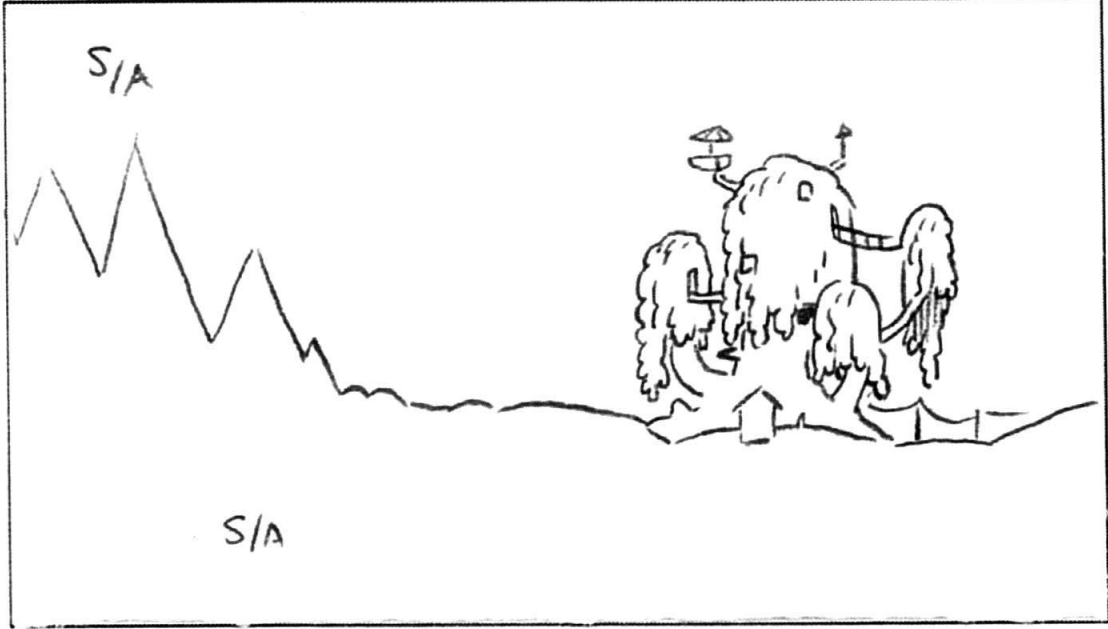


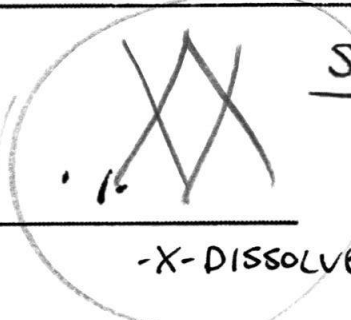
Sc. 174 *cont*

Pnl. B

Bg.

day night



Dialog:	<u>S:</u> (V _o) THAT SPRING ...		<u>S:</u> (V _o) 7 FOR THE FIRST TIME IN MANY YEARS ...
Action:	-X-DISSOLVE TO BLOSSOM-COVERED TREE		
Timing:	FEB 10 2014		

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Production :

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ADVENTURE TIME

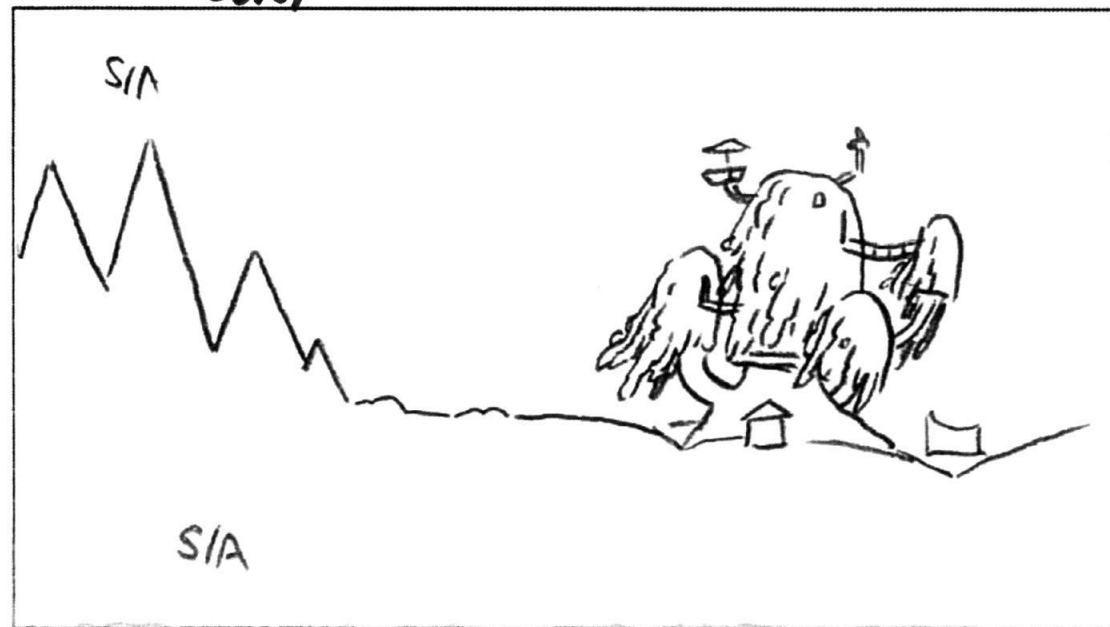


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Sc. 174 *CONT* Pnl. C

Bg.

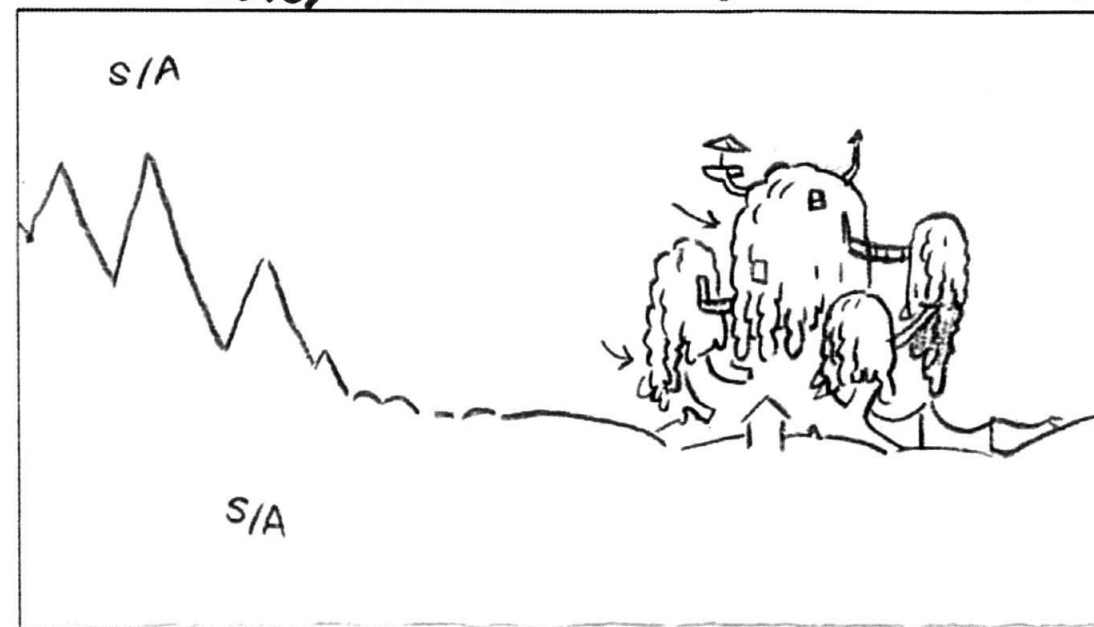
day night



Sc. 174 *CONT* Pnl. D

Bg.

day night



Dialog:

S: ^(O/S) THE WILLOW TREE
WAS IN BLOOM ...

SFX: * WIND BLOWING *

Action:

- X-DISSOLVE TO
BLOSSOMS.

- BREEZE BLOWS
THROUGH LEAVES

END

Timing:

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Production :

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